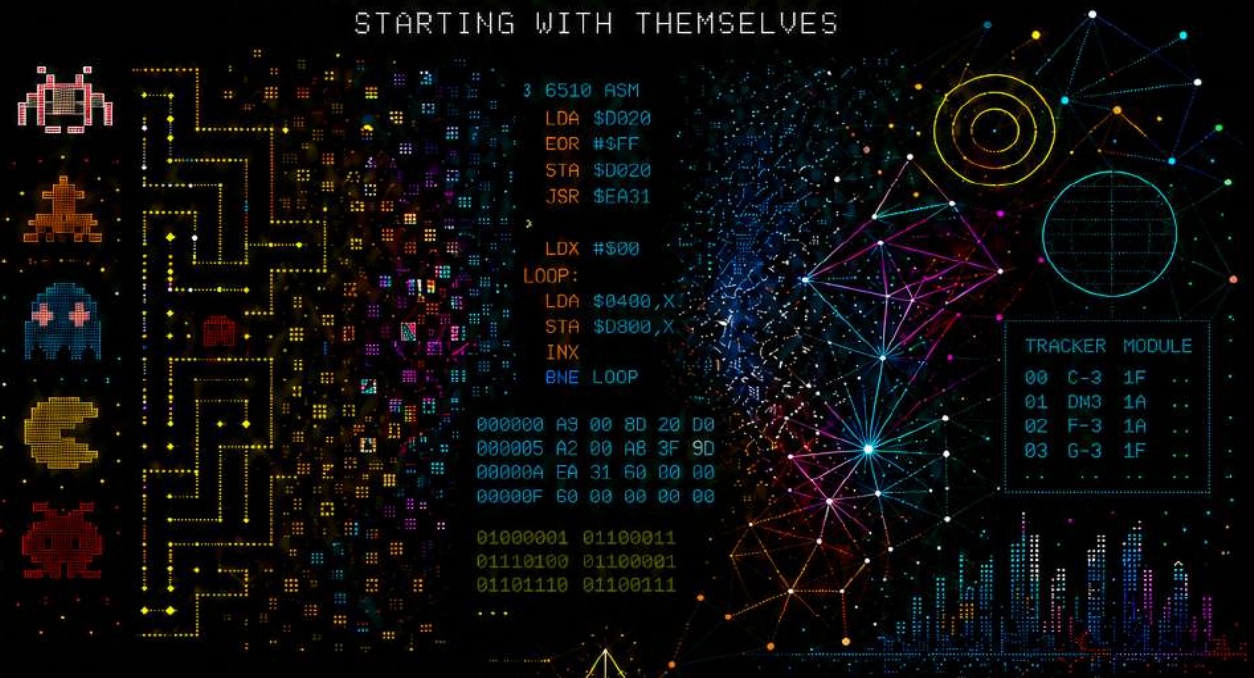
THE DEMOSCENE, REVERSE ENGINEERED

BY G.O.D

HOW A TINY GROUP OF GEEKS AND NERDS
WERE MANIPULATED INTO LAUNCHING
THE MASS HYPNOSIS OF 3.5 BILLION GAMERS–
STARTING WITH THEMSELVES



ELITE MIND HACKING TECHNIQUES REVEALED

WHY ARE YOU GAME ADDICTED?
HOW DO YOU FREE YOURSELF?

LOADER :
Are you a Cracker / Demomaker / Scener or just an addicted Gamer?
Do you know you've been manipulated since your teens ?
Read this till the end, it'll change your life forever.
a 20 years investigation, the biggest trace of all.
Started in 2004
07/03/2025, updated 30/08/2026

GOAL:
get the truth out about what the demoscene and demos REALLY are and why it leads to sceners and gamers screen addiction.

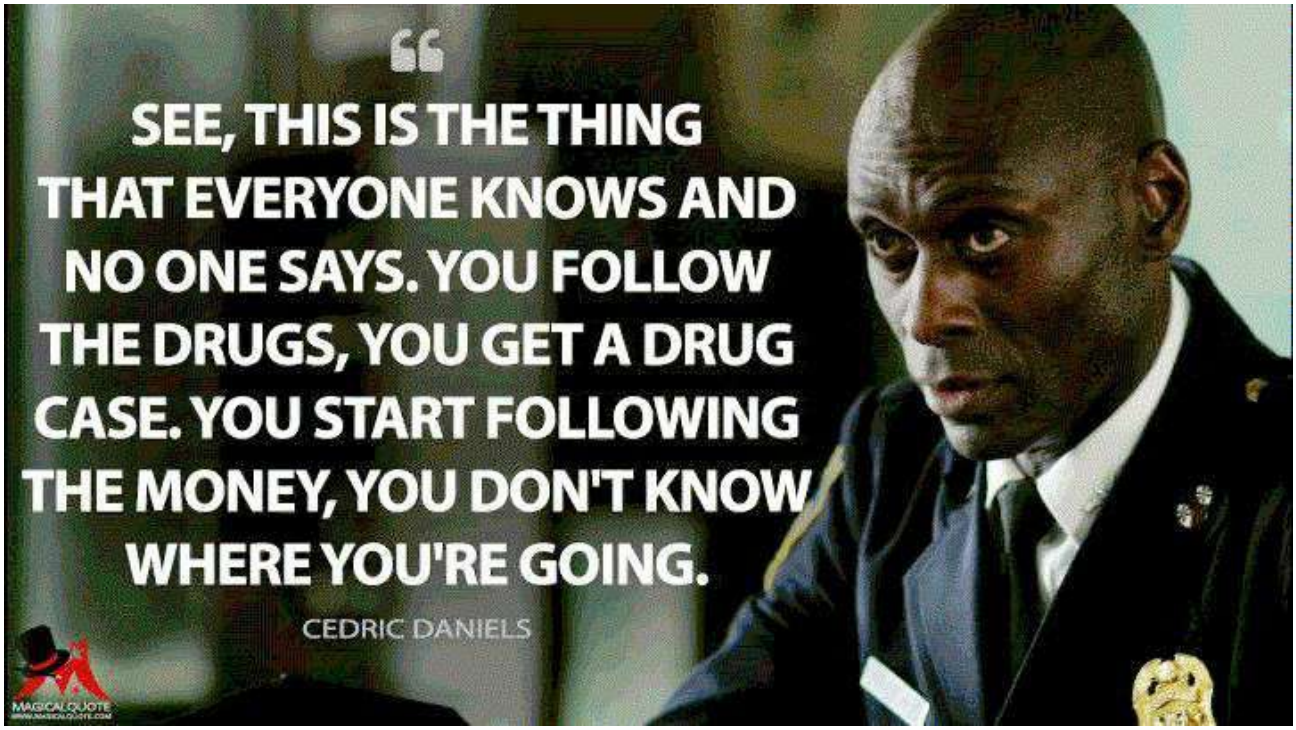
Why: a bold lie has been written about my supposed views and this led me to a thorough analysis of what is the DemoScene and who it serves. I found out physiological trickering is going on, leading to mass sceners and gamers addiction.

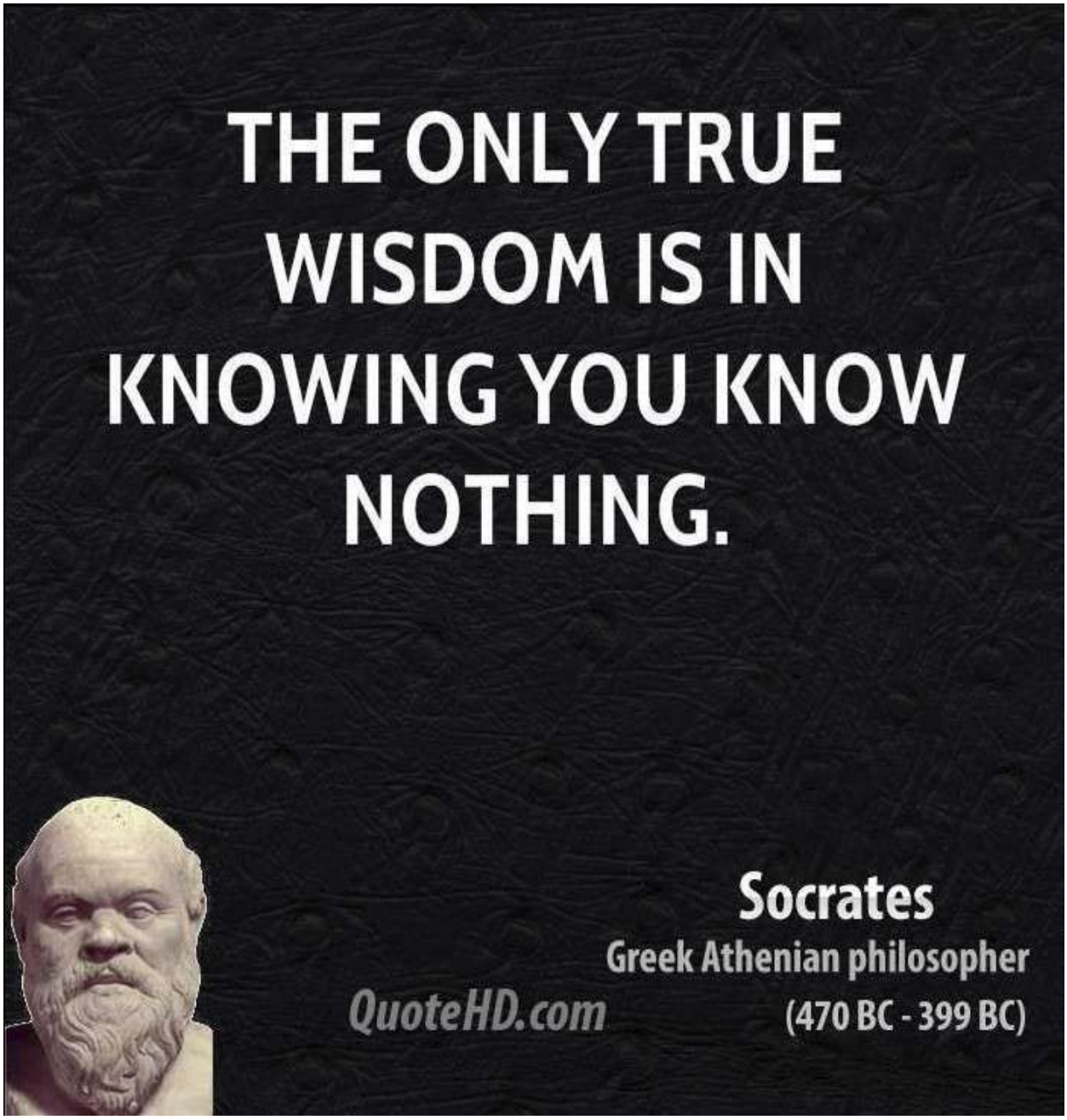
This leds to unknown truth NOBODY talks about:

The demoscene and video games are part of the socialist trap to bring technocracy slavery globally through screen based drug delivery : entertainment and mass conditionning through screen hypnosis.
Who is responsible and how to change that ?

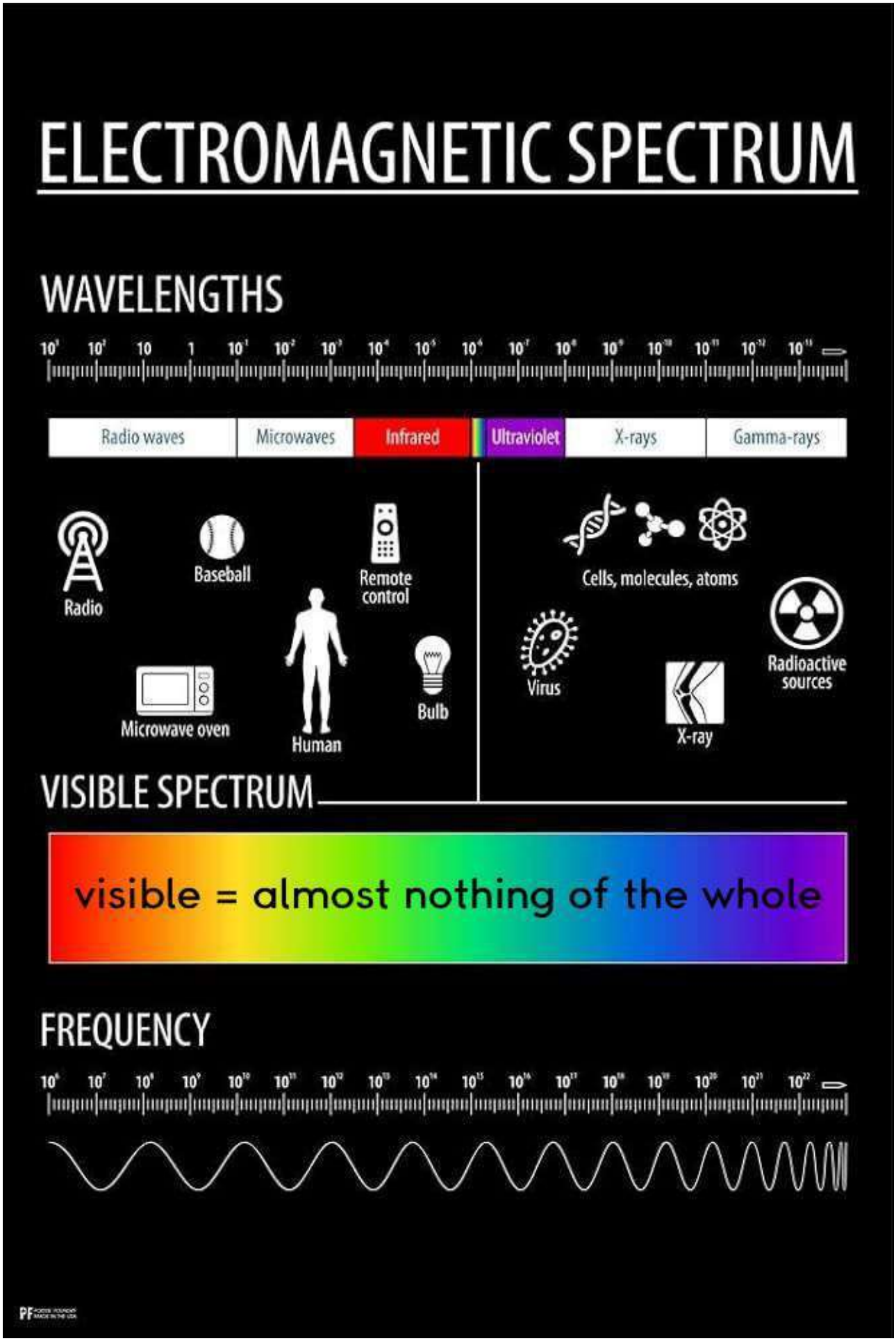
See references.
****
THIS IS BRAND NEW MATERIAL, READ ON TILL THE END TO UNDERSTAND THE FULL SCENARIO AND THINK ABOUT IT,
IT'LL CHANGE YOUR PERSPECTIVE ON REALITY FOREVER.
IT'LL SAVE YOUR LIFE.

Follow Alice deep down the rabbit hole


SEE, THIS IS THE THING THAT EVERYONE KNOWS AND NO ONE SAYS. YOU FOLLOW THE DRUGS, YOU GET A DRUG CASE. YOU START FOLLOWING THE MONEY, YOU DON'T KNOW WHERE YOU'RE GOING.
CEDRIC DANIELS



Consequence : question everything to find **THE TRUTH**



YOUR BARE EYES SEE ALMOST NOTHING OF REALITY

WHY ARE YOU ADDICTED TO VIDEO GAMES / SCREENS / TV / SMARTPHONES FOR THOUSANDS HOURS / YEAR FOR DECADES?

The Screen trick

=

mass compliance

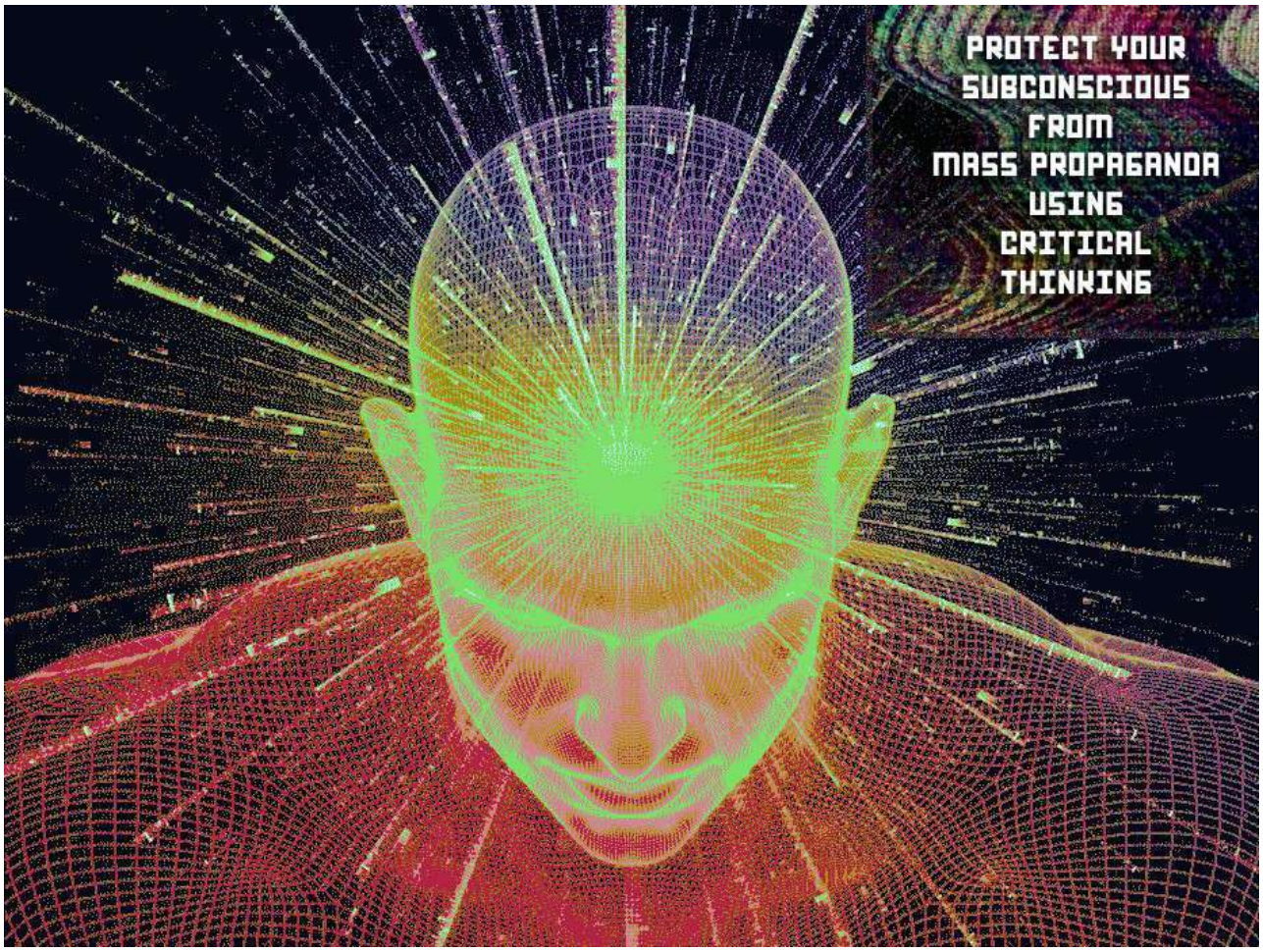
by remote drug distribution

through screens

changing

CONSCIOUSNESS

Consciousness : the image and representation you make yourself of reality through a combination of senses inputs + logic + memory inherited in your genes at birth + memory of your past + information + emotions



HOW TO TAKE CONTROL

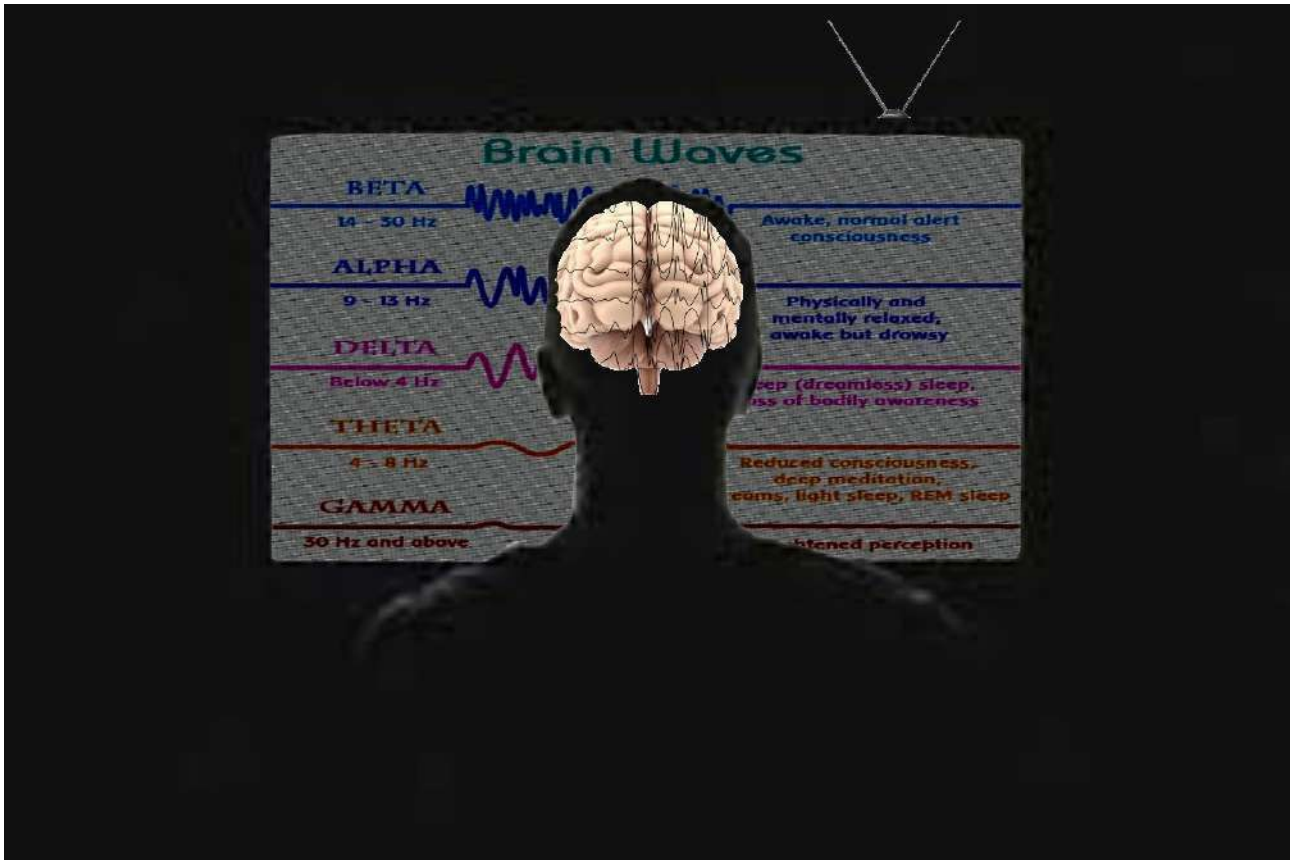
OF

3.5 BILLIONS PLAYERS?

MIND HACKING TECHNICS

EXPOSED

ELITE MIND HACKING TECHNIC 1: SCREEN HYPNOSIS



By using resonance of the screen flicker with your pineal gland, your melatonin production is altered leading to reduction of sleep thus putting you in zombie mode. Your brainwaves are also altered to put you in a state of no judgement (low alpha waves) and ready to take in all information as it is given. All screens type (CRT / LCD / Plasma) work for that matter, in a different way but producing the same trance : TV, PC screen, Smartphone, SmartWatch, GPS, Tablet, calculator... see refs

ELITE MIND HACKING TECHNIC 2:

EMOTIONAL CONDITIONING

Screens copy their content into your consciousness bypassing judgement and write directly into your subconscious (body cells memory) through emotions which are electric: what you see is what you believe. This imposes the perspective of the programmers (tv, games, tools, doc) to your subconscious. This tames you and teaches you how to react the way each situation is shown on the screen = conditionning.

Videogames are designed to produce emotions which rewire your neural pathways and change DNA + create an addiction for more screen time through a dopamine loop. It's a drug. The fast changing content creates a craving for more as it interrupts your reptilian brain 50/60 or more times per seconds which is addictive compared to the slower reality.

The fast changing 2D content triggers the flight or fight mechanism which makes you believe danger can come out of the screen anytime and thus keeps you addicted.

This keeps you seated, immobile, and less and less sensitive to what's really going on in life because you've seen so many murders, destruction, killings or laugh producing content on the screen that reality don't matter in comparison. This is a mind numbing device. See refs

ELITE MIND HACKING TECHNIC 3 : SKINNERIAN AND PAVLOVIAN CONDITIONNING = REWIRING YOUR BRAIN CIRCUITRY

Games keep you hooked with stimulus :

Good behavior = points / progress / bonus,

‘bad’ behaviour = loss of life / energy / game over.

Programming does the same with a loop of error messages and bugs till you get the code right.

Error = stick = bad emotions.

Working code / ‘good’ behavior = carrot = joy,

happiness = obedience to the system.

IT mimics what’s going on in reality but way faster thus addiction and reprogrammation by repetition.

This carrot / stick conditionning is skinnerian in essence.
The jingles, points, life count and life energy increases, bonuses in games, is pavlovian conditioning : lots of light and sound, but nothing which matters => **Tittytainment** cf Zbigniew Brzeziński.
Bottom line = immobility facing societal changes. This is making you idle and powerless while feeding you with fake triggered emotions.

This is building a paradigm or list of habits and create a comfort zone, a way of living which is under control of the screen content. This keeps you perfectly under control because those who create those environments do it with a scientific method. See refs

ELITE MIND HACKING TECHNIC 4:

DIGITAL CONFUSION

The constant trigger of emotions in a game by visual effects or when programming via many APIs / FrameWorks / languages / variables to think about and check in an increasingly complex work / play electronic environnment, brings a multiplication of focus points = confusion.

What is real, what is virtual? People are lost in a maze of digital smoke and mirror world. Those prevent deep thinking because there is no time to pause and think outside of them. The only reference became the screens. Interrupted brains can’t access long term memory and can’t establish links between events then.

All the various visual effects which have grown in number and complexity with new graphics techs like PC graphics card changing every 6 / 8 years and consoles complexity retaining the effects the previous versions were supporting, means the graphical complexity has and is growing exponentially.

This creates more emotional triggers for players due to a huge amount of ‘diversity’ on the screen means it triggers their curiosity thus keep them glued to the displays. This means more time spent by coders to implement those effects and more complexity for artists to use them = more screen time for the whole chain of production / consumption.

This targets the brain by feeding it a constant flux of artificial complexity which hides the physical reality huge changes going on : loss of private property and of basic freedoms. This is ideal for a world take over by tyrants. Which is what is occuring : the virtual replaces in importance the physical / material / properties in the brain of entranced masses.

The virtual acts as a substitution of reality by a digital copy in the consciousness of both creators and consumers of video games. Demos add another layer of confusion so are cracktros: bells and whistles, pixie dust from new tech that don’t matter the least.

This aligns perfectly with the WEF agenda 2030 : you’ll own nothing and be happy cf Klaus Schwab. Meaning you’ll have tons of bells and whistle triggers on screens and nothing real because you’ll live in a digital stream of rendered images and sounds making you live in a never ending dream / coma not in reality.

Reality which if nothing is done will look like slavery as you’ll not own your time thus will not be free. Masses of electronic slaves, that’s the future of humanity if we don’t wake up NOW!

ELITE MIND HACKING TECHNIC 5 :

DIGITAL ‘THOUGHT’ = BINARY LANGUAGE

The substitution of native language by a mathematical based one such as BASIC, Assembly, C, C++, C#, Python, Javascript, which has no emotion and a very limited vocabulary leads to deep fear and misunderstanding, meaning coders have a different mindset than most people by constantly thinking in term of algorithms => problem for speaking and a permanent craving to learn more of the same logic because it gives the impression of progress.

This substitution of human language with machine languages imply a reduction of depth of thoughts by poor vocabulary meaning lack of nuance and no development of emotional language and maturity.

In general, human beings are emotional creatures, they deal with reality through emotions mainly. But coders deal more with their day to day reality through logic. And logic lacks the varied emotions human languages have by replacing it with discrete numbers.

We could say that emotions have infinite range of values = Analog, whereas computers and thus coders deal with discrete values = Digital.

Thoughts are to human brains what opcodes are to CPUs,
Ideas are a collection of related thoughts.
Ideas are to humans brains what programs are to CPUs.

The perpetual bilinguism between native language and computer programming languages turns those practicing them more into robots than anything else : you become like the main signal you are processing by thinking in lockstep / harmony with it.

This is exactly what transhumanism is about :

turning human beings into cyborgs

starting with their language

thus thoughts and ideation processes.

A special type of logic is binary logic: TRUE / FALSE, GOOD / BAD.
It is the equivalent of turning an intelligent person into a soldier.

And players are fed with a constant binary logic,
GOOD / BAD 'emotional' soup
= military indoctrination (FRIENDS / ENNEMY)
= only 2 extreme emotional states
= 'thinking' in black OR white, TRUE OR FALSE.

It's fast judging,
but it's also wrong judging
and
it's definitively NOT UNDERSTANDING.
It's the language of the industry: units, standards, norms, specs...

Also those languages are procedural languages
= administrative languages
The languages of a system meant to organize the lives of subjects, objects, types, slaves, serfs, goods.

Not the language of free individuals as these languages encapsulate them into a layer of abstractions and layers to strip of their human and individual differences that is of their freedom and true wealth
= their personality, history, life.
The abstractions is the Matrix of rules to follow.

Obviously the math languages have benefits but they often leads to run in loop because there is this type of information missing: emotion, intuition, feeling, vibrations, frequency, energy. All wiped by the digitalization process of information.

This is the reason why there are so many games about War, Power and Control because the language used can’t represent love nor any higher emotional states, it’s just a soldier language, it’s poor and dumb.

ELITE MIND HACKING TECHNIC 6 : PERCEPTION LIMITATION = THE HORSE BLINDERS

Screens are equivalent to see the world through the keyhole : very limited vision. Screens are scientifically proven by many studies from as early as 1910 to blind people to a very narrow perception of reality.

The nerd tunnel syndrome in effect = the good old plato's cave.

When your vision is so limited you're factually blind to reality outside the computer environment.

This leads computer users to factually being computer devices. They are being used by the computer : they don't see the dependance because they only look at the screen and don't thus see themselves being used by the computer system. They forget their body being stuck in their left brain conception.

Users are used and abused.

See all the Androids you're surrounded by:

all day long eyes stuck on a smartphone.

That is on a narrow rectangle glaring screen with lots of interruptions.

Hypnotized and in a trance state so focused on the screen 24/7.

Headset on / earbuds in their ears preventing any outside earing.

Looking for the next notification,

the next like, the next thumb down,

the next comment: ME, ME, ME, MYSELF, MYSELF, MYSELF

See refs

ELITE MIND HACKING TECHNIC 7: CONTROL AND PRIVACY INTRUSION IN GUISE OF SECURITY

Cookies notice and 3rd party browser tracking, login / password, 2FA, captcha, codes by email, logs, traces, observability, ... This is control and tracking by those who are the hench men of the BIG TECH elite behind the digital friction messages and controls.

This makes you get used to be controled all the time for anything. Control has been growing step by step with the world fascist take over : when home computers (C64, Amstrad CPC, Atari ST, Amiga), where the norm there was none (except programming language see higher). But with the PC connected to Internet, the work environment moved into everybody's house and the control of your file and information access get logged, robbing your precious privacy.

Imagine a world where each physical door in your house or at work or in your car, that you want to open, is locked and requires you to identify yourself and get a legal agreement to be opened each time. Imagine a supermarket when you enter in, the salesman comes to you and ask your permission to track you around the aisles, request to enter you in his newsletter at each entry, movies you personnaly, track every purchase you do to send you a recommanded product list...

Imagine a world where each purchase you do is logged into a database with amount paid, credit card used, address for delivery, and obviously your name, this creates a file of your consumption habits which is then used to create a consumer profile sold to advertisers, and enable the government to know you very very well, ODD and INTRUSIVE isn't it?

That's what happens online for each website you go and this gather lots of data about you, stealing your privacy: BIG DATA. All data which for your 'security' or the 'security' of the community, could be used in a court of law (which express itself in a language not taught in regular school curriculum, is not immune to corruption and is not fair as it's there to support the slavery system which democracy and commerce are, under the guise of free society.

The reality being :
«talk as much as you want :
nobody listens nor act on what you say,
only the law of money applies»).

Data logging is what happens on site like pouet.net. And is clearly in complete contradiction of a demoscene which is anonymous, alternative, out of the system and with total freedom of speech and expression.

ELITE MIND HACKING TECHNIC 8: SUBORDINATION VIA SEATED BODY POSITION

Google
computer lab schools 80s finland
Sign in
CLASSROOM OF THE 80s – Educraft
80s Technology ...
An hour in the Comp...
Computer lab from the 1980s | Da...
The key to the nation's success ...
1990s computer cl...
Rod's Multimedia Laboratory
The school's computer la...
Labs of Yore—VIR...
Vintage Photos of Computer Lab...
Computer Enters the 1980s C...
The Electric 1980s | GCC Library ...
Finland: Education for the edu-Nation ...
Vintage Photos of Computer Lab...
Finnish school abandons books for tablets
some Finnish pupils go b...
CLASSROOM OF THE 80s – Educraft
bexell-computer-lab-1980s-b-w.jpg ...
The First Computer and Computer ...
Prop Hire - BBC Micro - 80s School ...

All seated from at least a few hours to far more than 8 hours / day in front of a fast switching light bulb since school = state of subordination to the screens = subordination to the elite behind them = under the yoke of BIG TECH.

This seated body position reduces, among other things, your testosterone levels, turning you more feminine and with bad mood. This is how some video games companies operates exploiting their passionated and complety drugged workforce.

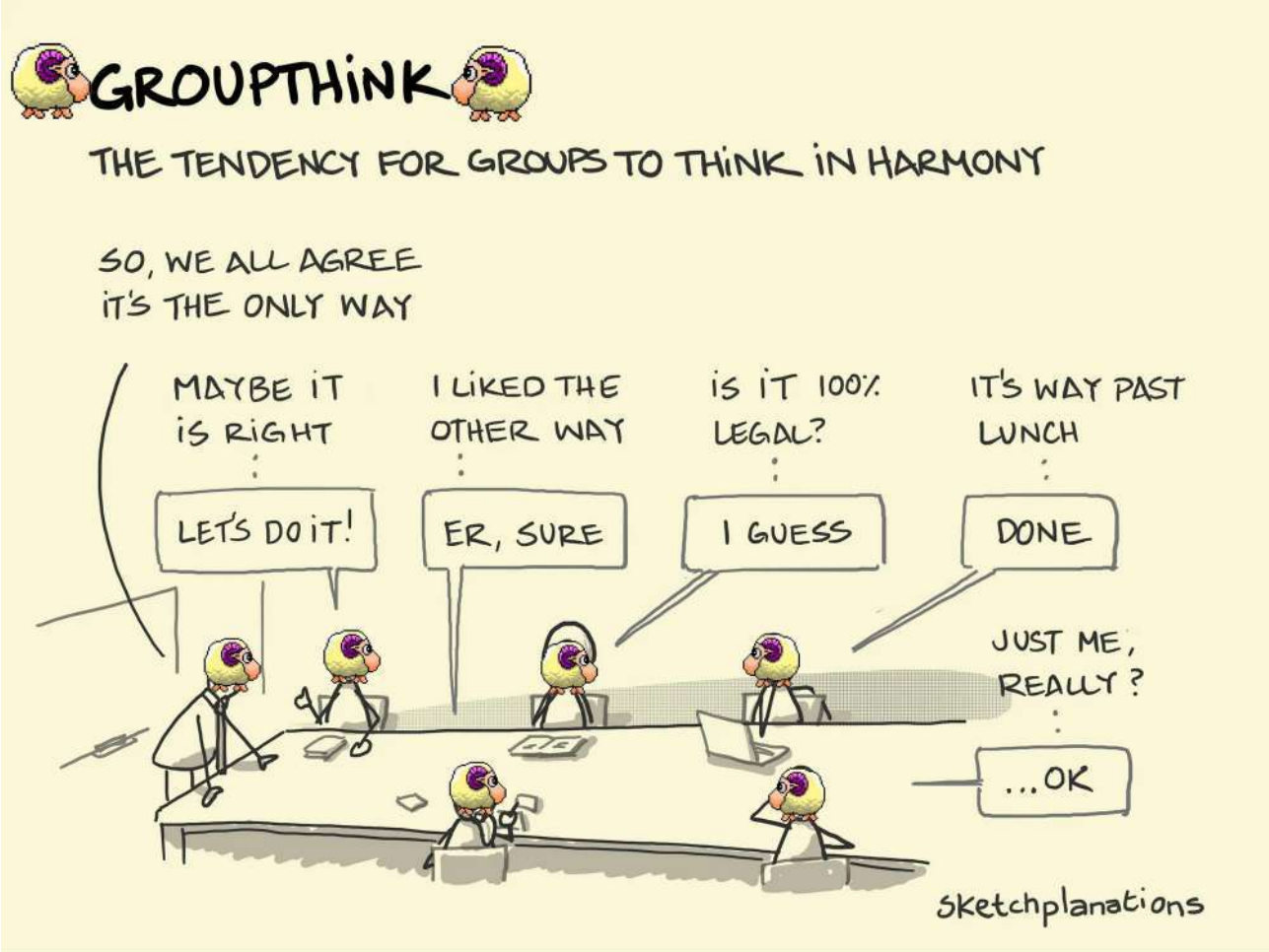
See refs

ELITE MIND HACKING TECHNIC 9: SUBMISSION VIA RULES FOR EVERYTHING

Computer programs, whether they are games or tools or programming languages are based on rules. There is no negociation taking place, it's all about black or white choices to be made to win the game or have your computer program to run = obedience and compliance. This long list of rules and constraints are exactly the same as how a bureaucracy operates to rule = living norms. The more time pass, the more rules thus the more compliance => the least creativity and freedom. This is what APIs do: bringing in more and more rules. The computer itself is a ruler, which never fails to impose its will: the one of BIG TECH bosses and those behind them.

Computers are tamming machines which behind a nice looking reasonable and logic appearance impose a bureaucratic, technocratic world where each individual is ***isolated*** and live in his head with less and less human connections. I talk real face to face connections, relationships.

ELITE MIND HACKING TECHNIC 10: SUBMISSION VIA GROUP CONFORMITY



The sheep / herd don't think, it follows a leader. They are like cog in a wheel. The masses under technocratic regime are all obeying drastic and ludicrous rules without any negociation with a dumb computer and Information System.

Leading to compliance to computerized authority = centralization because computers got all networked with data stored and rules set far away (EU/USA/CHINA/WEF) without negociation with the impacted public (digital serf / subject) taking place.

This enables the rulers to become less and less visible, becaming abstract and thus less and less accountable because nobody knows anybody in a bureaucracy: people are functions, not humans.

WHAT IS THE OUTCOME OF ALL THOSE MIND HACKS ?

SEE NEXT PAGE

UNIFORMITY

UNIFORMITY

All this has been put in place to build uniform mindsets and behaviours = an army of obedient civil soldiers / bureaucrats / civil servants / copy monk. The whole society works on the same repetition process of following stupid rules which create automated groups of same ‘thinking’ military religious scholarly pawns. Same with gamers, demomakers, crackers and office workers: those mindsets are built according to a grid defined in the theater circle as character design see refs. Those self ID are then streamed repetitively forever into mass consciousness via TV / Movies / Video Games / Pop Culture / Computers environment / Work environments and Mass media like The NEWS and video games... And the uniform mechanic of roles and rules applies at work:

Implications :

Time = wasted life spent obeying a computer instead of progressing on your personal goals and create real skills using your body, intuition, imagination, social skills, curiosity and experimenting reality.

Complexity = life in a maze => time wasted running in loop in the left brain instead of having a dominant view and create a simple meaningful life.

Chair time = subordinate position = low testosterone + health issues like hunch back and back disks issues, neck pain,

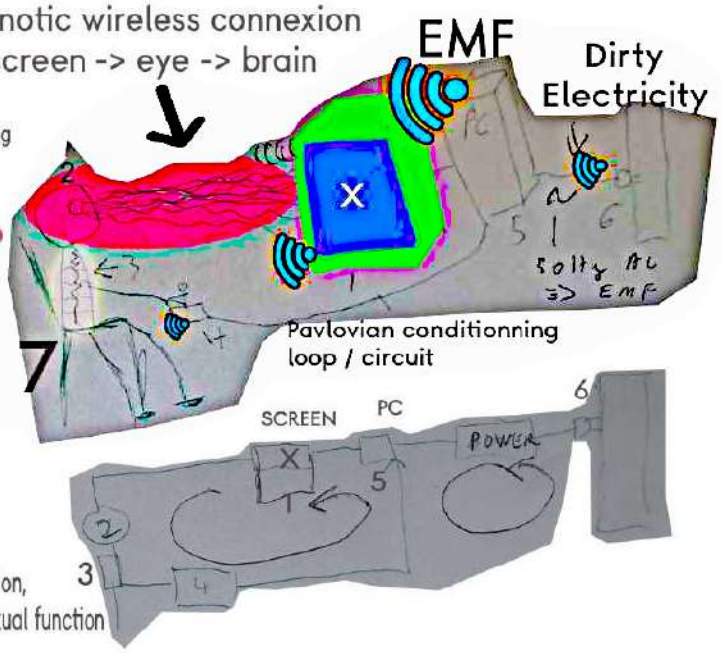
Screen time => impaired vision, low memory of the past, even immediate past, nerd tunnel syndrome / plato's cave

Energy = low vibration = fatigue / anger / angst due to constant frustration and EMF (Electromagnetic radiations see next page → watch carefully preferably on paper and read the perception deception + Tell lie a vision by David Icke)

Life of masses is a jail due to all the rules, identification requests, conditioning (success / failure).

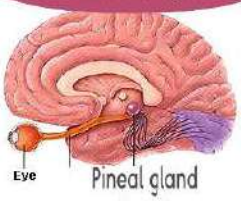
Your perception is framed and shaped through Screens

Hypnotic wireless connexion
screen -> eye -> brain



1) screen
2) eye - brain
3) Electro Physiological = nerve influx = Paradigm conditionning
=Train to change nothing
and behave like a sleeping zombie soldier / android

2 Eye - Brain =
electric switching station



4) joystick / controller
keyboard / mouse
microswitch conditionning

Joystick is a phallus
for male sex metaphor
keyboard is a phallus
for female sex metaphor

=> eugenism by selection of IQ
the stupid keep moving
the stick around or typing
and do not have sex

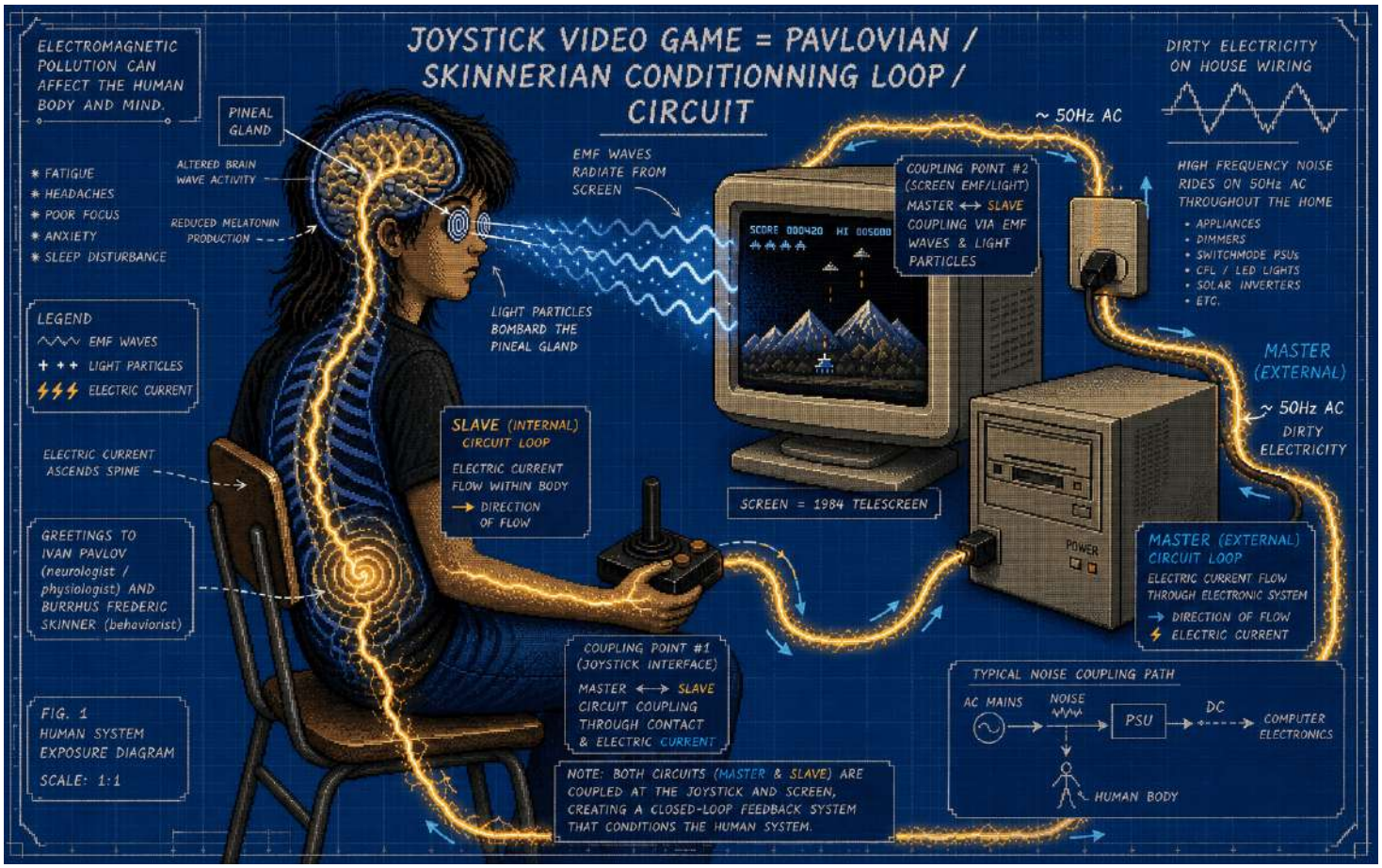
Pineal gland
melatonin
= sleep regulation
aging,
immunological function,
reproductive and sexual function

5) PC
6) power socket / plug
X) Program:
demo / game / code
app
= Paradigm signaling

EMF) Alter Body Cells Water
due to being a super heterodyne

7 = Iron Chair = 3D jail

IRON CHAIR OF TORTURE Middle age in Europe
PAVLOVIAN CONDITIONNING 1897
TV INVENTION 1926 John Baird / Philo Farnsworth 1927


JOYSTICK VIDEO GAME = PAVLOVIAN / SKINNERIAN CONDITIONNING LOOP / CIRCUIT
ELECTROMAGNETIC POLLUTION CAN AFFECT THE HUMAN BODY AND MIND.
PINEAL GLAND
ALTERED BRAIN WAVE ACTIVITY
REDUCED MELATONIN PRODUCTION
FATIGUE
HEADACHES
POOR FOCUS
ANXIETY
SLEEP DISTURBANCE
LEGEND
EMF WAVES
LIGHT PARTICLES
ELECTRIC CURRENT
ELECTRIC CURRENT ASCENDS SPINE
GREETINGS TO IVAN PAVLOV (neurologist / physiologist) AND BURRHUS FREDERIC SKINNER (behaviorist)
FIG. 1
HUMAN SYSTEM EXPOSURE DIAGRAM
SCALE: 1:1
EMF WAVES RADIATE FROM SCREEN
LIGHT PARTICLES BOMBARD THE PINEAL GLAND
SLAVE (INTERNAL) CIRCUIT LOOP
ELECTRIC CURRENT FLOW WITHIN BODY
DIRECTION OF FLOW
SCORE 000420 HI 005000
SCREEN = 1984 TELESCREEN
COUPLING POINT #2 (SCREEN EMF/LIGHT)
MASTER ↔ SLAVE COUPLING VIA EMF WAVES & LIGHT PARTICLES
COUPLING POINT #1 (JOYSTICK INTERFACE)
MASTER ↔ SLAVE CIRCUIT COUPLING THROUGH CONTACT & ELECTRIC CURRENT
NOTE: BOTH CIRCUITS (MASTER & SLAVE) ARE COUPLED AT THE JOYSTICK AND SCREEN, CREATING A CLOSED-LOOP FEEDBACK SYSTEM THAT CONDITIONS THE HUMAN SYSTEM.
~ 50Hz AC
DIRTY ELECTRICITY ON HOUSE WIRING
HIGH FREQUENCY NOISE RIDES ON 50Hz AC THROUGHOUT THE HOME
APPLIANCES
DIMMERS
SWITCHMODE PSUs
CFL / LED LIGHTS
SOLAR INVERTERS
ETC.
MASTER (EXTERNAL)
~ 50Hz AC
DIRTY ELECTRICITY
POWER
MASTER (EXTERNAL) CIRCUIT LOOP
ELECTRIC CURRENT FLOW THROUGH ELECTRONIC SYSTEM
DIRECTION OF FLOW
ELECTRIC CURRENT
TYPICAL NOISE COUPLING PATH
AC MAINS
NOISE
PSU
DC
COMPUTER ELECTRONICS
HUMAN BODY

WHO OWNS YOUR TIME
OWNS YOU PAWN

Like moth to flame.

Who am I ?

I started my computer journey in 1985 with an 8bits Thomson MO6 while using Thomson TO7-70 in NanoReseau / networked with a centralized PC storing data at school, driven by an insatiable need to understand and reverse-engineer hardware and software. I squated on the Amstrad CPC of my cousin for a few years around 1987. Got my Atari 520 STE on december 1990.

Around that time I get my first contact with the demoscene not via a cracktro or a demo but via an antivirus bootblock Virus Killer V2.1 tool created by GodFather / The Corporation on Atari ST:

VIRUS KILLER V 2.1
BY GODFATHER FROM THE CORPORATION
CE PROGRAMME PERMET DE METTRE SUR VOS
DISKS UNE PETITE DEMO AVEC DES BARRES
HBL ANIMEES. LA DISPARITION DE CETTE
DEMO VOUS AVERTIRA QU'UN AFFREUX VIRUS
A SUREMENT CONTAMINE VOTRE DISK.
VOUS SAUREZ AINSI INSTANTANEMENT SI
UN DE VOS DISKS EST INFECTE.
GENIAL, NON ???!!!!!
TAPEZ
ESPACE : COMMENCER L'ANALYSE
F7 : QUITTER

In 1992 AD on september the 9th at 10 am GMT+1, I get in contact with the Atari ST demoscene, mentored daily that year by pioneers of MJJ Prod (Joker, Bill, Niko) and Oxygene (Niko, double member).

Niko is a graphist and a good one : he knows how to use his eyes to see, his brain to think on his own and his hands to draw. He is still probably hands drawing with a pencil and paper, and has the same dexterity on paper and on mouse / screen while having a strong imagination and a love for hard rock (eddies), mentos and gaufres.

He was my first demoscene contact giving me a few demos with a few warnings though :

1- each demoscene has a different perspective, the Amiga scene is different in its vision than the Atari ST scene, more commercial oriented (back in 1992).

2- psychology matters. There are different mindsets on the demoscene. Each machine comes with its own type of culture, psychology and ways : the Atari ST is a more start from scratch oriented culture than the Amiga, more coder oriented. The Amiga is more design oriented as the hardware free yourself from optimizing everything so you can focus more on the art side. The PC is way more diverse with tons of possibilities.

3- The Amiga modules .mod may have better sound (Klisje Paa Klisje), the point is chiptunes on the ST have far elaborate melody : true for most back in those days (not for Klisje).

Niko was naturally gravitating around other graphists and learnt plenty of technics growing his skillset that way and probably the other graphists meeting him too.

Niko later shaped the video game industry at UbiSoft and Oxygene did too at Naughty Dogs.

Joker, the first coder I met, is a math genius mastering fractals maths at 16 (he knew what both Julia and Mandelbrot sets represent, how to draw them, won math competitions, made demos on his HP pocket calculator with Acid smiley and music) and told me logic and common sense truths, never written in any books, daily for 9 months. His goal was crystal clear : make maths research and he just do that.

Bill was all into fractal and electronics, but less talkative than the 2 others.

I participated to MJJ local mini coding parties for 2 or 3 times during that year. And Niko invited me at Wilfried house with BigFoot who was a MJJ coder and Smith their musician. They shew me in exclusivity one Anomaly demo screen before release. They shew me the freeboot too so I can put 2 single side disk games on 1 double side disk.

In 1993, I expanded into the Amiga 500, captivated by its superior sound, his complex operating system and tools then honed my skills in assembly code by disassembling and optimizing 68000 code from 1995 still in contact with Niko: Niko told me plenty about the psychology of the scene on the 3 main platforms of the time (ST / Amiga / PC), and explain me how graphics are drawned and painted, Joker told me plenty about maths, 680X0 coding, electronics, logic, screen subliminals while showing me what taking a decision is about and what be goal oriented and thinking is, Bill told me a bit about electronics and was all in fractals.

All in all the 3 were not that much interested by the demoscene drama (which was way way smaller on the ST scene than on the Amiga and not existing compared with the Pouet scene) : they were interested about how demos effects are made only, what is the maths and technics behind it, what the hardware does : how things work. *In no way they are supporting this document and I've never met them again in more than 20 years.*

On my own I explored various sides of computer creation. For coding I especially get attracted to file command lines, batchs files and utility tools like crunching, disk editors + assembly language to talk directly to the hardware: the demomaking part was not my favorite, but I was very intrigued by reverse engineering and cracking.

By 1995, I refined Amiga demo startup code on the A1200 for seamless demo execution (680X0 cache configuration, handling running from workbench or cli correctly, initializing correctly and quiting a demo correctly to handle all kind of system configuration, ...) and reverse engineered software into pure,

self-relocatable programs.

In 1996, I met again Smith and had a very interesting conversation with him : he told me straight away « I don’t care about the demoscene », then he repeated slowly « I don’t care about the demoscene but we have to make quality ». « We » being his groups. He was studying accountancy at the time and was very straight to the point.

The conversation ended there and I didn’t see him for 6 months. I met him again in La Fnac de Montpellier where he was accompagnied by 2 girlsfriends and was shoping around for music (Sven Väth ---Harlequin - The Beauty And The Beast). He joked about me making demos and I understood he really didn’t give a flying fuck about demos. His trip is all about music, demos are just a place where his tunes happened to be played but he don’t care about the rest at all.

Throughout the ’90s, I witnessed the demoscene shift towards a one vision only : Amiga and Atari lost ground to militarized FPS-heavy PCs games (3D Wolfenstein / DOOM / QUAKE), and in my opinion the artistic edge faded. I also got interested by other things : alternative health, psychology, brain, physical exercise, nature, and my job in IT so all OS, maintenance and office tools based, scripts.

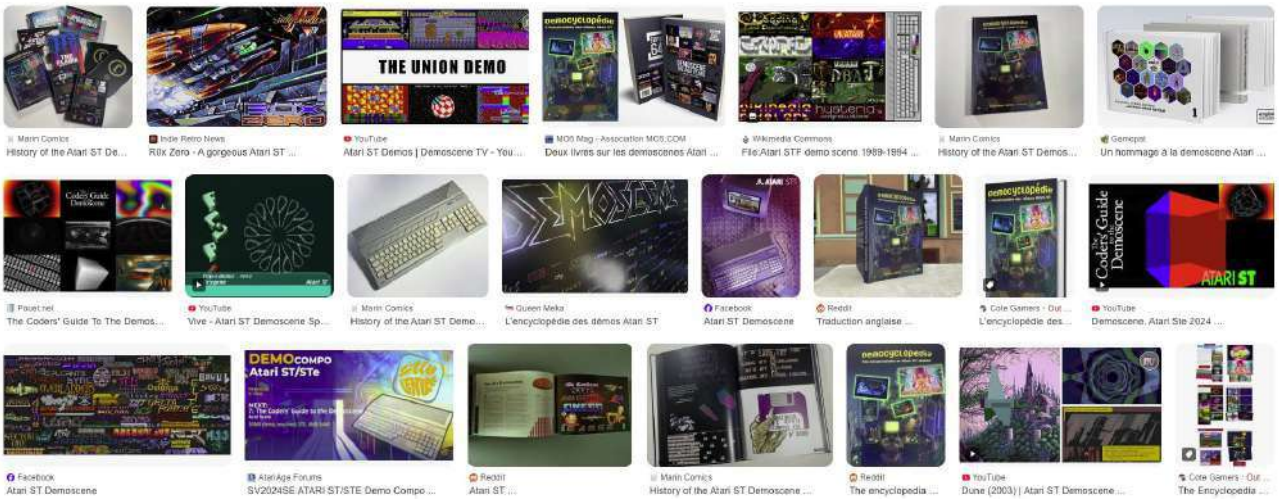
Meanwhile my technical education spanned mechanics, electronics, CAD, automation, telecommunication in 5 different education places and 3 cities leading me to an international career in IT where I developed scripts across Linux and Windows, and handle multinational clients as a Level 2/3 support engineer.

By 1997, I started body building and my life changed totally for the better till one event in 2004 :

I was working in the former biggest polyvalent secondary school of France at the time and was surrounded by teachers and in one way critical thinking.
I watched on a Celeron 400 MHz, 10 PC demos under DOS and they gave me a very bad trip. I felt the frequency those making them was very low meaning they experience anger, fear, anxiety, … and they had several mental problems. Demos topics, graphics and ‘art’ just show that.

In fact go to google image and search :

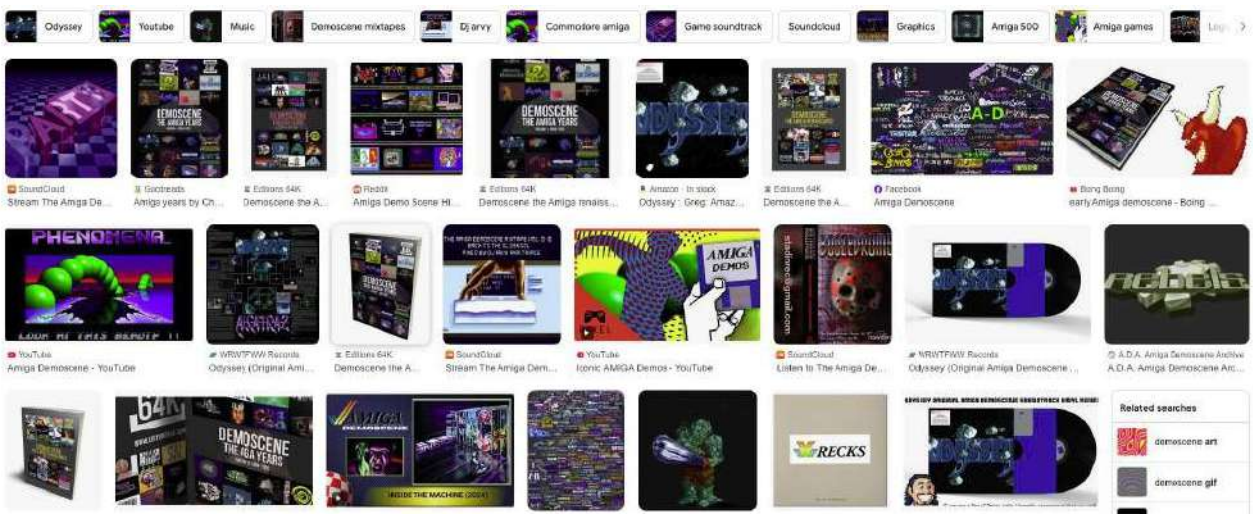
Atari ST demoscene :

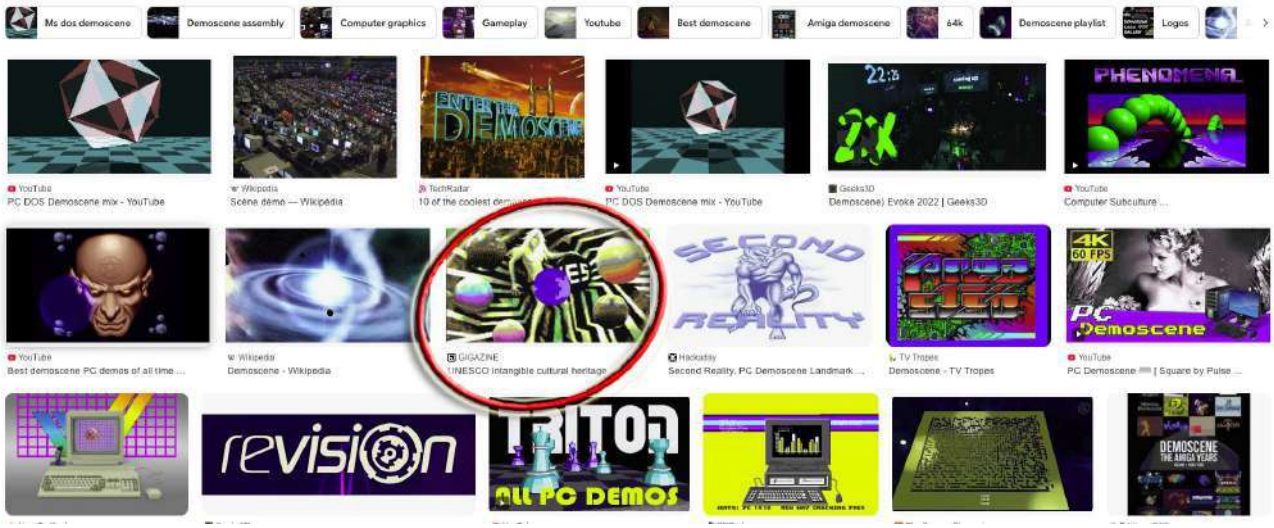


Dots, Text, sprites, logos, **cubes**, fractals,

a few pictures,... what is the meaning of all
that ? Meaningless
Where is the truth in that ? Virtual = No truth / facts
What's good in this ? None = low frequency, bad
feeling
What is useful there ? Nothing
What's the value in that ? None
Where is the beauty ? Symmetry but nowhere anything human, lots of abstraction and mostly copy of art or picture style from outside the scene only

Amiga demoscene : Same conclusions + demon / devil





PC demoscene : Same conclusion + more devils + UNESCO

But let's get back in time at my first BIG party
On 02/09/1994 at 5 pm I saw my first demo on a big screen :

the party organiser of the Sea Sex And Soft 3S in St esteve south of France shew it to me and 2 other people in exclusivity, in a small corner of the place :

It's CCCP by Case and Juliet on Amiga.

And it gives a warning about **Communism**.

Then approximately 10 years later in december 2004, I got a message from CCCP itself in the form of Gleb J Albert / Dipswitch Black Maiden in the most important article ever written in the DemoScene (before that one of course) see refs.
This article is made of lies from top to bottom:
I've never seen such a pack of lies before.

Since then I learnt this is satanist communication : INVERSION.
To understand what is truly interesting in this article,
you've got to invert everything.

I got an electric arc from my kidneys at the time I read that article and obviously I never got such shock in my life. This reaction was gut feeling telling me a HUGE lie was communicated and hide something even BIGGER.

After that I contacted Chaos / Farbraush to get clued about what graphics card should I take to see PC demos running as they should. He advised to take either an Nvidia GeForce FX 5700 Ultra or an ATI Radeon 9600 Pro. I went to the Radeon with a Pentium IV and watched a few demos and get a few games.

3 months later having found absolutely nothing valuable in the shaders world of the new video games aka non hand drawn pixeled graphics made by hundreds of people instead of small 4 people teams as it's used to, I decided to sell back the graphics card and get a fanless Geforce FX 5200 instead.

I then moved into the world of emulation and decided to recover all those hundreds of Francs and Euros spent on arcades in the 90s. I downloaded MAME and 3 000 arcade games. I played all and find out very quickly that at most 50 games where really high quality, all the rest was poor IMHO.

I also found out something way more interesting: arcade games seemed to be mass produced according to template, very well and narrowly defined categories, meaning video games were

not artisanal but an industry. Something Niko told me about indirectly in 1993 already. And all those games capitalizing on well known mechanics and schema, like the movie and soap opera industry, like theater in fact.

This made me notice that gaming may not be an innocent passtime or hobby but something way different. But I didn’t get a clear insight straight away.

This took me up to 2012 to understand how big I’ve been lied to and what are the implications for my daily life and yours too. And I come to understand we need to wake up and wake up FAST.

Thus this communication.

This is the questioning I had :

What is truly the DemoScene ? What are video games? THINK BIG

It’s a Stage with a show.
If it’s a Scene then it has actors.

Who are the demoscene actors ?

In demos like in games,
these are equations, Algorithms,
Graphics, Textures are the costumes,
Music is the ambiance.

Who are the actors creating the demos / games ?

Demomakers / game maker = puppeteers

Who are the directors of the demoscene ?

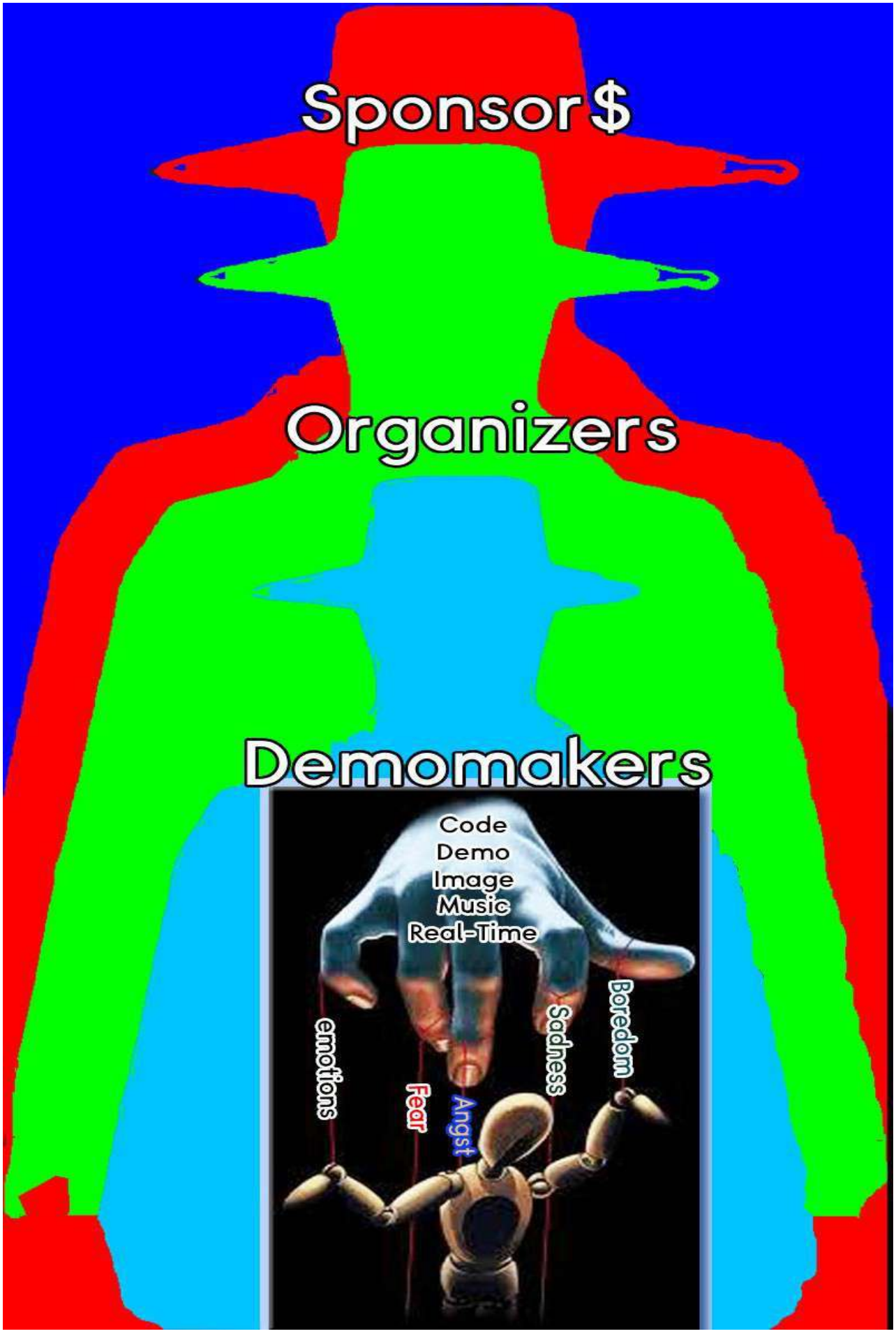
Organisers

Who pay the theater where the demoscene plays ?
= who finances parties = the stage ?

Sponsors

What is the Sponsors interest ?

See below.


Sponsor $
Organizers
Demomakers
Code
Demo
Image
Music
Real-Time
emotions
Fear
Angst
Sadness
Boredom

What is truly a demo ?

Demo = Drug for technical minded people / TMP
= drug to keep the ennemy of socialism
dreaming. This drug is emotional so electrical.

Make TMP manipulating each others unknown of the underlying emotional theater and by design screen addiction.

And provide for the German part of the demoscene,
the way to escape guilt from their perceived WWII past.
Perceived = the one written by the psychopathic elite
who organised it on every camp and countries see refs.

This is why demos are mostly abstract art
as this way they don't investigate the past
so don't find nor talk about it nor reproduce it (traditions).

Instead they display *seamingly meaningless* abstract 'art' which triggers them to be in a loop searching forever for a truth which is simply not there by design. There is no clear message in demos and this is by design : keep them in the confusion, like on a drug trip = escapism.

Moreover abstract art is a way to prevent political discussion and mindset because abstract is meaningless and everybody feels / react to it differently so it divides without opposing. And you don't develop too much a vocabulary about abstract art so it's hard to have a discussion about it. However there is an hidden theme in all this abstract art and I 'll deal with it below.

What is the use of demos ?

There are several:

Capitalist ones: Money oriented

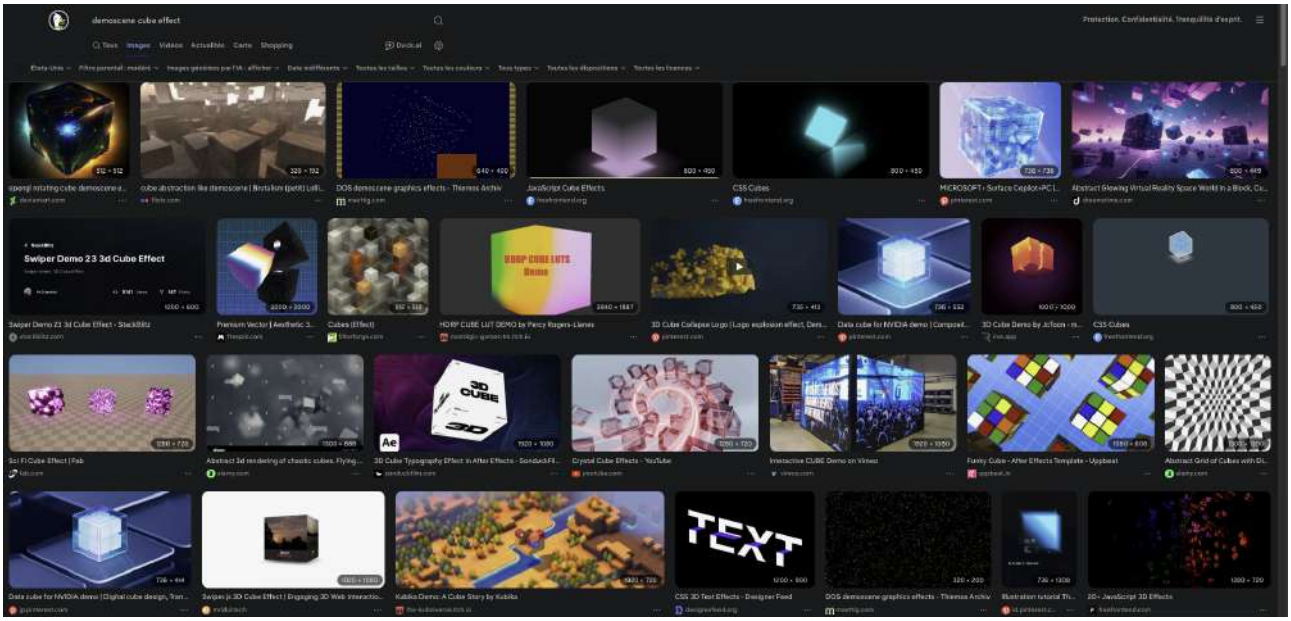
1- Demos are advertising as they demonstrate what can be done with a set of hardware → this is the reasoning of sponsors: Those nerds / demomakers / fools make free advertising for us, which is a BIG saving on our budget. And they do it at their own risk, with their own time, on their own money.

2- Demos are training ground for future video games makers → again the reasoning of sponsors: Those demomakers / fools, train on their own time, at their own risk, at their own cost. That's absolutely excellent because training a game coder or artist is a very long and costly process which as a fast paced industry we want to avoid. And demomaking is a very good first step for us to watch who we are dealing with: are those guys easy to manage, are they talented?

Communist one: Ideologically oriented

Demos have also a very interesting political goal: put the ennemies of socialism on sleep under hypnotic trance and rewire their psychology with BS before they wake up and grow critical thinking skills. Remove that way their freedom and properties, wipe out all sense of self interest and self security by providing a fake comfort zone instead.

Communism is just a tool for **Satanism**. And this is where enter the stage, an overall STAR or recurrent pattern, showing up in demos known as **THE CUBE**.

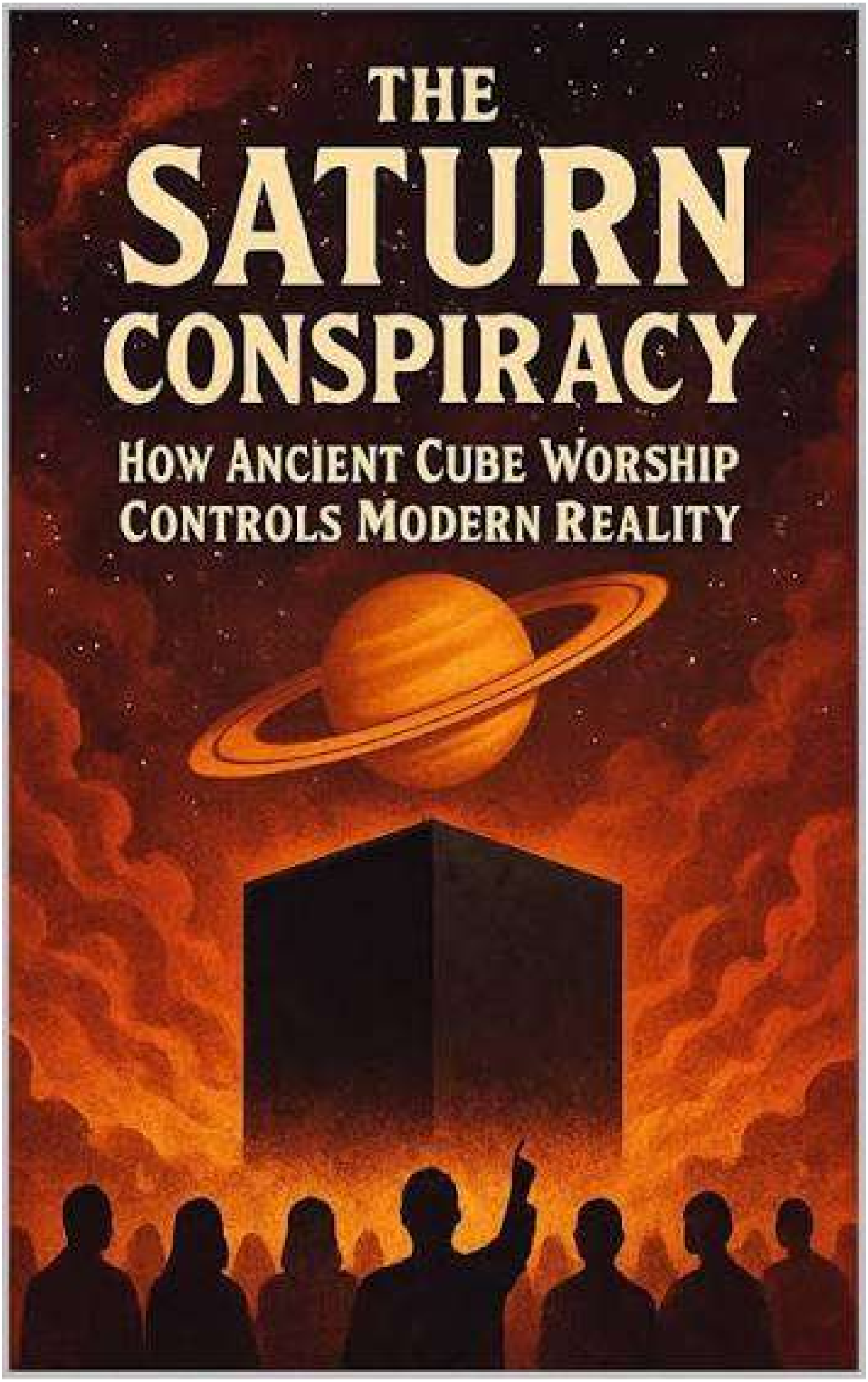


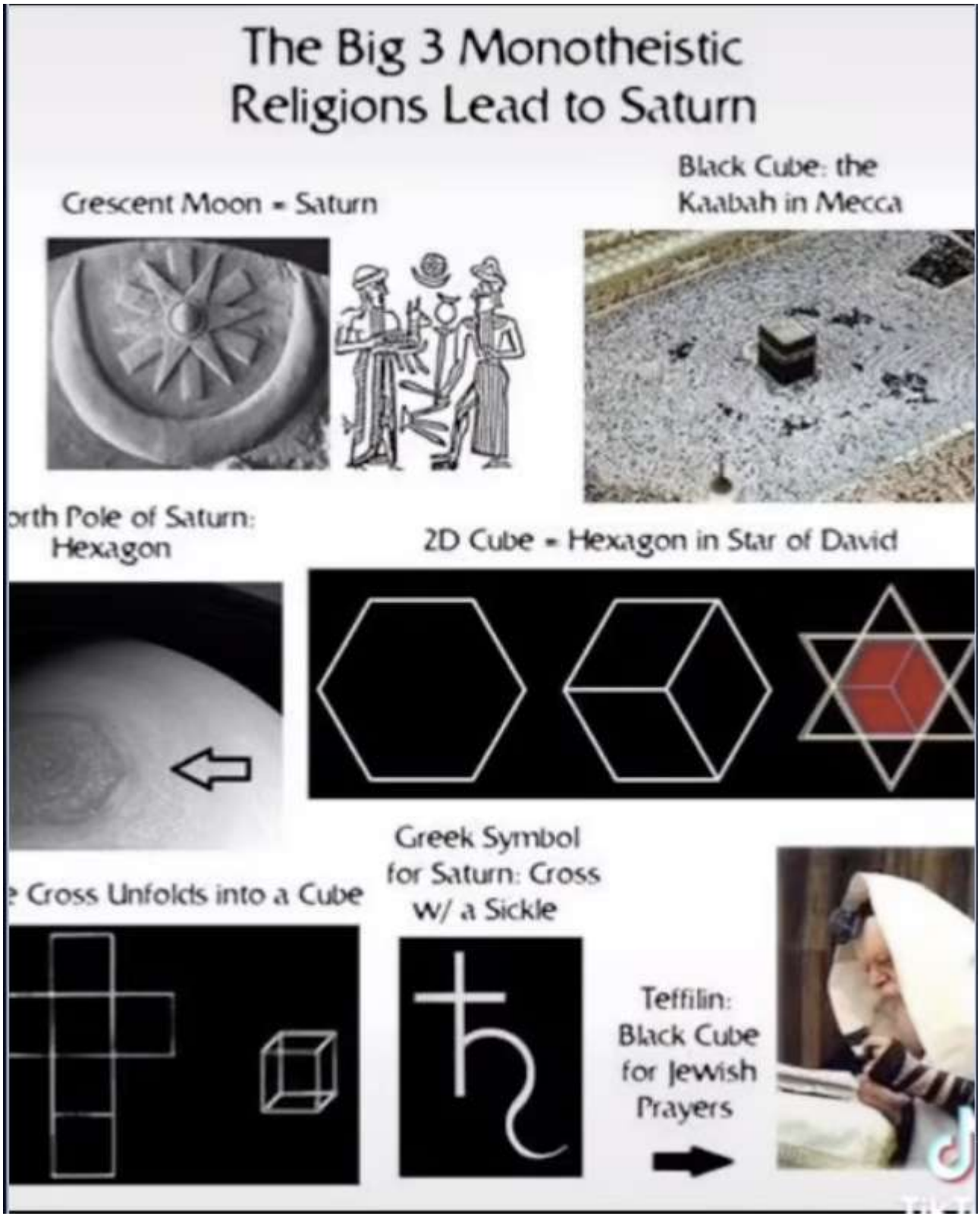
What is a cube? Is it just a square in 3D? For demomakers it's like a god, a very important symbol, it's technically used very often in demomaking not only as a shown object but as a tool to divide, and organize data. However due to his omnipresence, it looks a bit like a religion icon: it organizes the thoughts of coders in a very methodic way, a mechanic psychology.

You can find it in many many many demos on every platform. It's a symbol of 3D. But it's way more than that. It is the space limit of where the eyes and vision of the audience will be confined within a game or a demo. It's their world when under the TV / Screen trance because it represents the content of their consciousness. It's the stage of the theater play. And so it's **control because this theater has rules and limits**.

As 3D visible light eyesight is a very limited view of reality, one that's confined to what you see and you see almost nothing of reality see top document info about human sight bandwidth, you need to go further, deeper. And for that you need to search

a bit in the occult to discover the CUBE is SATURN = SATAN:


THE
SATURN
CONSPIRACY
HOW ANCIENT CUBE WORSHIP
CONTROLS MODERN REALITY


The Big 3 Monotheistic Religions Lead to Saturn
Crescent Moon = Saturn
Black Cube: the Kaabah in Mecca
orth Pole of Saturn: Hexagon
2D Cube = Hexagon in Star of David
Cross Unfolds into a Cube
Greek Symbol for Saturn: Cross w/ a Sickle
Teffilin: Black Cube for Jewish Prayers

See Refs

And the CUBE is a prison for both the body and the mind:

I came to the communism link with the demoscene conclusion after a long search which followed that path :

Why Gleb J Albert wrote an article (A slap in the face of scene: EP views exposed) in Pain 1204 in 2004 which was:

1- a long list of arrogant lies from title to conclusion
2- mixing his lies with sociological and socialist political ideas and ideologies whereas my article had nothing of that nature?

Who is Gleb J Albert / Dipswitch Black Maiden / Pain / Evoke?

Searching Gleb J Albert on google / yandex returns a long list of results on several pages, showing that he works in academics, slavik culture, Communism & Internationalism (politics), write books and courses on internationalism and Socialism / Communism in USSR, Marxism.

Gleb J. Albert is researcher and lecturer at the Department of History, University of Zurich. He is co-editor of The International Newsletter of Communist Studies and has published on early Soviet history, the Comintern and the international communist movement, and the history of software piracy and home computing.

His main interest is Socialism / Communism in essence combined with a very strong interest in the Cracking scene and piracy since the start of his long studies.

These 2 themes come back all the time in his research. They should be thus related one way or another. And he is also very interested in social studies.

When reading the subjects his analysis deal with, we understand they are probably interesting to a very very narrow niche of people. Translation : Gleb don’t make a living selling his books. Because he don’t have too : he is an academic, he has huge grants for never ending studies paid by the State (he is not a rebel, and work for the system).

Anyway this led to a few questions :

a/ What is the link between Socialism / Communism and the Cracking scene?

b/ Why Gleb J Albert is interested by the Demoscene?

c/ Why did he set up an association related to Real Time?

Fact 1: Gleb J Albert never met me. He knows nothing about me. He read my article with a vision and mindset of an autority wanting control. When he couldn’t get it, he reacted and played the victim. What the reason for that ?

Gleb thus lied about me *death threatening* him by pretending to ignore "breaking the balls" is an idiom in french, fact known by his fellow Andry Joos as this idiom is in use in Switzerland. Fact which can be checked in 5 secs on google image: search "casser les couilles". Note: Andry is in the organizer class and speak at least partially French.

In one pouet post about me Gleb says "that way nobody listen to you anymore".
This "death threat" was the social death knell, stopping any relationships with me and others in the demoscene that is social killing which is a crime equal to bullying and coercion punished by law in both Germany and Switzerland.

Fact 2: Gleb has a GOAL and he created his article after careful thought and with much planning: he had a month or more to do so. And did the publishing with the full agreement and support of his fellow Andry Joos.
Both know what he did and Gleb wrote it fully aware of all the lies he put there and the emotional consequence.
He was of age when he published it (2004-1981=23 years old) same for his fellow Andry Joos (2004-1980 = 24 years).

Fact 3: Gleb has an extensive culture, and vocabulary, he is well versed in advanced subjects like history, geopolitics, economy, theater, and he writes while speaking 5 languages, one being French, and lives in 3 different cultures (Russian, German, Swiss) while also being well versed in American politics, culture and language, meaning he thinks: he wrote his article in full awareness. This article wasn't an accident or an error, it was a well crafted tool and weapon for a goal: social eviction.

Gleb art is in the mastery of speech to elicit emotions and thus controls his audience: this is politics. *Language used as a weapon.* He lies through his teeth and manipulates the audience with his grandiloquence, his straw man argument, his tricks of language, playing the victim and using his culture to hide the whole act.

Fact 4: Gleb CV is 18 pages long and shows nowhere any knowledge or experience with programming / coding. Nowhere in the demoscene we can see him involved in anything related to coding. Cf Refs

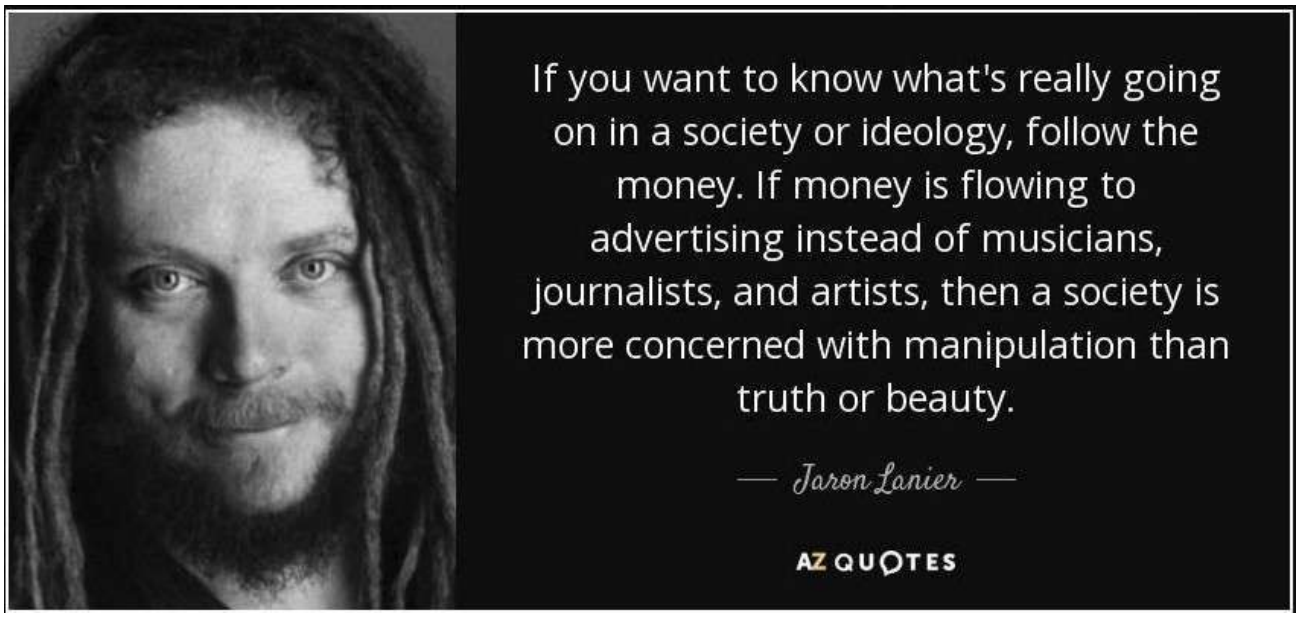
But he lectures people about technical subjects he has no clue about. For example he writes about crackers and cracking whereas he has no clue about what cracking is, technically speaking:

cracking requires to be able to read the raw assembly code of somebody else without any symbols. That's equivalent to rebuilding a jigsaw without knowing the end picture. And you can even be prevented to see how the pieces look like from the outset by disassembly protection : that’s equivalent to rebuilt the jigsaw within a smoke screen, you obviously first have to stop the fire = make the piece appears as they really are. And many many other technical skills like knowing the OS and the hardware of your target platform.

To overcome all those blocks you've to be knowledgeable, intelligent, wise, very skilled and experienced in understanding and writing assembly and understanding machine language at hex level / binary level. You need to be expert with tools like a debugger and disassembler. And code your own tools. So to rebuild the inner logic of a program and be clever to bypass complex protections + mastering the operating system APIs, frameworks, filesystem, hardware, ...
Not something even 1% of demoscene coders can do.

So Gleb has an underlying motive which is not technical by writing about the cracking and crackers subject.
What could it be?
What the link between that and his Social studies?
Looks like all his career subjects are linked one way or another.

Method to discover the truth: Follow the money.


If you want to know what's really going on in a society or ideology, follow the money. If money is flowing to advertising instead of musicians, journalists, and artists, then a society is more concerned with manipulation than truth or beauty.
— Jaron Lanier —
AZ QUOTES

Fact 5: Gleb is involved as party organiser of Evoke and an active contributor to scene databases / preservation projects:

A member of the demoscene since 1997, he is co-organizer of the Evoke demoparty in Cologne/Germany and an active contributor to scene databases / preservation projects such as pouet.net, demozoo.org, and scene.org

This is his own scene activities description.

Method to discover the truth:
see who are Gleb friends / relationships as birds of the same feather gather together:

organizers and main demoscene web admin / web masters
-> the main source of information and download portals of the demoscene. Those shape the culture and perception of most sceners and demoscene consumers. They can prevent certain demos or messages to reach the demoscene audience. This is the Social part.

So who is Gleb J. Albert?
What is his vision?
What ideas does he represent?
What are his values?
His mission?
His purpose?
And why he lies so much?

I/ Why Gleb lies?

He don't want me to talk and don't want other sceners to listen to me. Why? Because he is hiding something.
And I have something he don't want others to know about: true knowledge and experience about the original demoscene + debugging and cracking experience AND Critical Thinking.

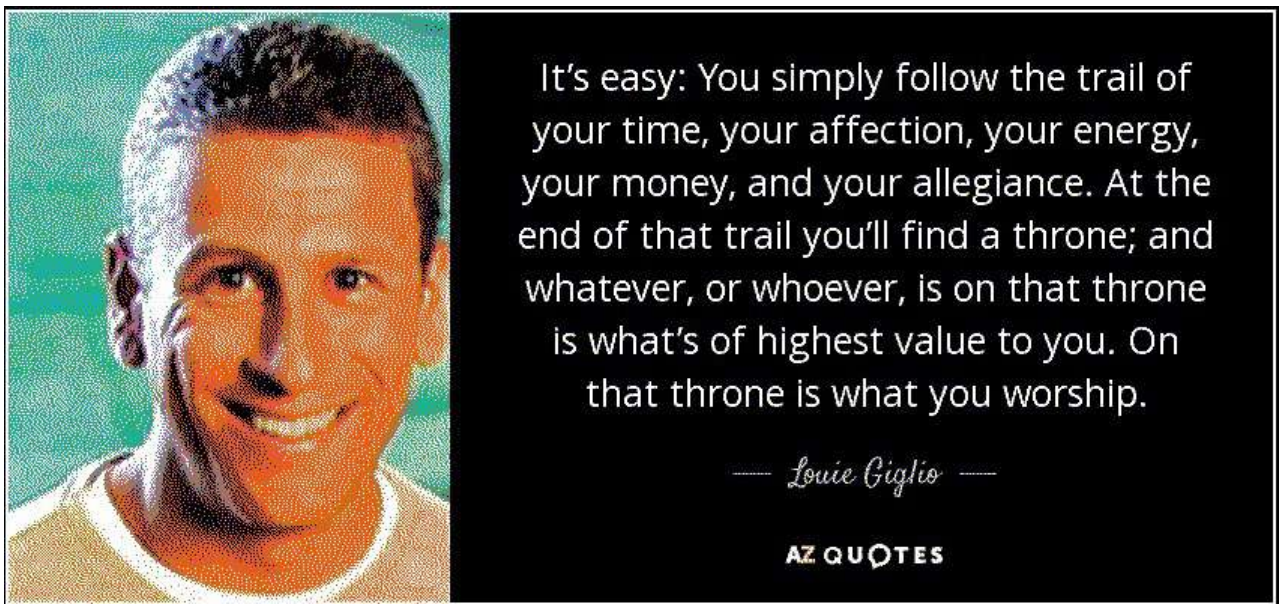
II/ What is his financial stake in the demoscene?

As a party organizer he has contact with sponsors so with money source of the demoscene.

Why sponsors are giving money to the demoscene?
Because it's an investment : video games is lots of $$$
→ $205 Billions = $205 000 Millions for 2026.

Getting many skilled people trained for video games companies for nothing or peanuts through the demoscene is EXCELLENT BUSINESS for sponsors.

As a socialist Gleb is interested by seizing modern way of production = video game production through the demoscene.


It's easy: You simply follow the trail of your time, your affection, your energy, your money, and your allegiance. At the end of that trail you'll find a throne; and whatever, or whoever, is on that throne is what's of highest value to you. On that throne is what you worship.
— Louie Giglio —
AZ QUOTES

Fact 6: behind the video game industry is the US military complex pulling the strings. Its ideology is everywhere in video games.

The reason is double:

a. spiritual: by pushing fake narratives, might is right and other despicable ideas and acts, it brings on low vibrations and violence in the mindset of the public (it tries hard at least). Which justify the arm races, conflicts and the race towards tyranny see UN and WEF Agenda 2030.

b. material: by pushing in the mind of gamers a nihilist, destructive, war mongering ideology, popular video games backup the wars going on in middle east and between US / Russia, Russia vs Ukraine, between US and south America, US vs China, Religious Wars and the general world geopolitical scenario.

The end result of those wars is destroying other cultures than the industrial materialistic one of the west. Once a foreign country is materially destroyed like Irak / Palestine, it's rebuilt from scratch the american industrial way. This includes with a new 'culture' with big shows and entertainment: panem circuses, bread and games. And lots of technology.

The demoscene by releasing demos with war, destruction, violent or entertaining themes is simply seeding this ideology in future game programmers / artists and the public. If demos are instead made of abstract art, they bring confusion so hide the reality of the world. In any case demos like video game bring passivity by sticking people on a chair for minutes / hours.

Modern times with Charly Chaplin: explaining assembly-line work, assembly...

When has the demoscene been alternative ? NEVER : it was on TV back in the 90's and computer culture was all over Europe, US and Japan / Russia / China back in the 80s through schools. So anything computer related was mainstream and still is. The demoscene like the rest of the maintream system is industrialized, organised in a hierarchical way. See refs

Fact 7: the demoscene is a bootcamp and a breeding ground to grow and raise future and present game coders and artists who train on their time, at their risk and on their own money for one of the biggest business out there: the Entertainment complex in which video games weights 455 Billions U.S. dollars in 2024.
That’s Billion = 1 000 Millions...

Germany game coder yearly median wage = 90,4 €K in 2026
A billion USD represents 0.88 Billion EUR today (28/09/2026)
So a billion USD represent the wages of 9 734 coders
455 Billions USD represents 400 Billions EUR.
400 Billions EUR represents 9 734 * 455 = 4 429 000 coders wages...

The entertainment complex works on the basis that when masses are entertained they don't think that much about what truly matters to them.

Panem et Circenses -> —Juvenal, Satire 10.77–81
// there is 3.5 billions video games players worldwide
= 3.5 billions dreamers / thumbs tweedlers FYI

Result: masses stay disorganised, silent and quiet, running in loop, meaning are not a threat to the oligarchs:
slaves on one side / masters on the others.

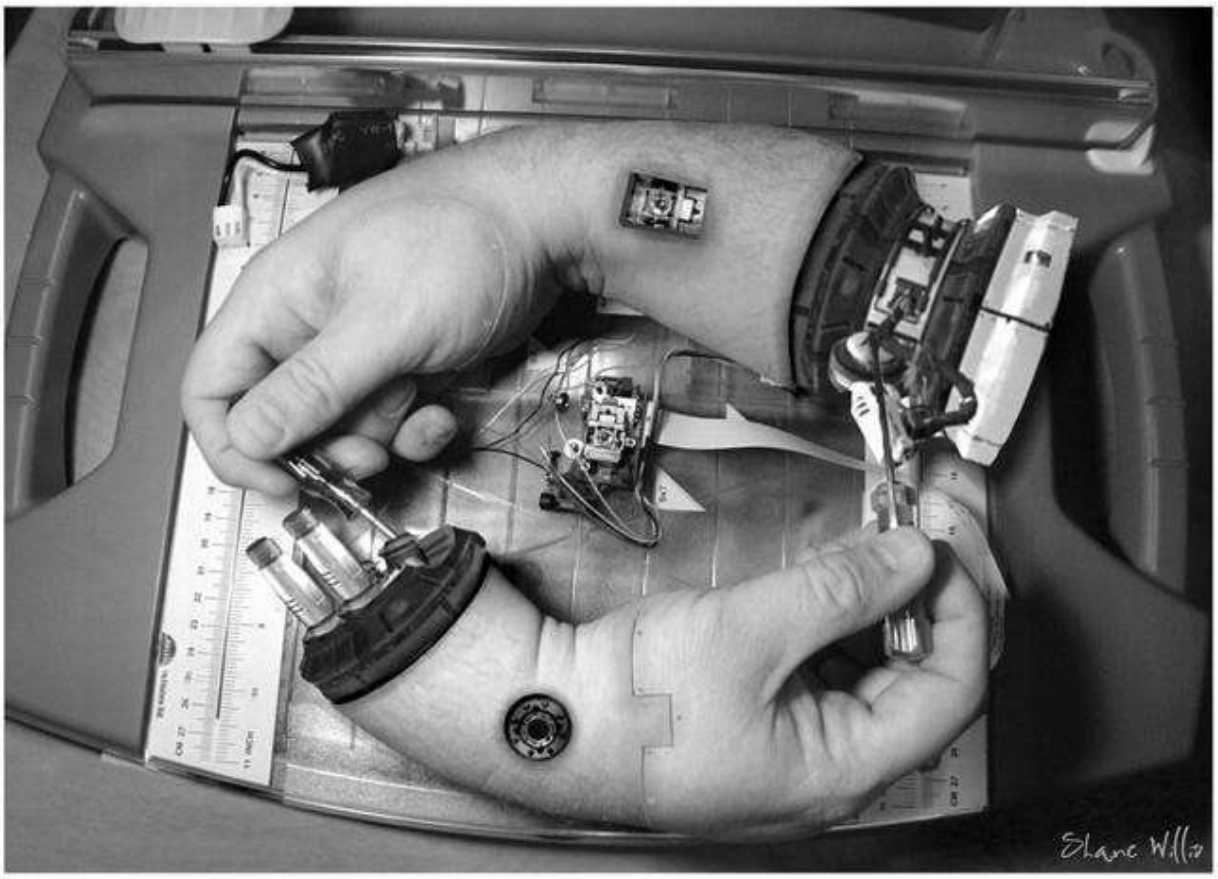
If you don’t master your thoughts,
somebody else does for his own purpose

III/ Proof Gleb is lying:

All his studies are about Communism because he wants it applied worldwide : the world ‘revolution’. His vocabulary shows he has a dominant view of the playground the scene is. For him real-time is bread winner mystique but his eyes are on the prize → bringing world revolution via Technocracy = communism 2.0.

About Technocracy:

In his article, there are few words which catch the attention:
the term "Technocrats" strike me as it's very unusual in a demoscene context.



Technocrat definition: an exponent or advocate of technocracy. Technocracy is a form of government in which the decision-makers are selected based on their expertise in a given area of responsibility, particularly with regard to scientific or technical knowledge.
Technocracy factual history is exposed here: Trust Us | The Rise of American Technocracy

Technocracy movement
1930s North American social and ideological movement aiming to replace politicians and businesspeople with scientists and engineers
technocracyinc.org

Technocracy is linked to Eugenism see Roots of Technocracy-- James Corbett

As the definition shows, Technocrats are not interested by Democracy or Truth, they are dedicated to a system replacement: A GREAT RESET

And out of this Revolution, they would emerge as the new elite with full power. Well that's what they are led to think because AI is here to impose the vision and mindset of those behind it aka BIG TECH bosses and Satanist 'elites' controlled by Archons.

As the Covid plandemic era shown BIG TECH is composed of Technocrats which are also globalists.
They are not for true science, nor truth:
they are for scientism (= corporate science) and for censorship
= what keeps them in control.

Obviously those technocrats are illuminated,
they got their main idea from somewhere,
a leader and a visionary.
Which himself has got his own idea from elsewhere,
which will see later in the conclusion,
but the Cube gives you an idea already.

But there is a far bigger story which is related to Communism / Socialism: Gleb is a devoted Communist with at least 28 years of involvement and has an agenda to push forward his ideology which brings uniformity, compliance and obedience to masses = control + power.

‘Mr’ Gleb J Albert, don’t like people with logic, because he has one which is subversion and exploitation. So he don’t want people to speak about money in the demoscene and he don’t want them to speak about politics. Because he is in both to exploits sceners, that’s what his position in the demoscene enables him to.
He don’t want people who question because he calls the shots.

Tell me what you read at night and I’ll tell you how you think :

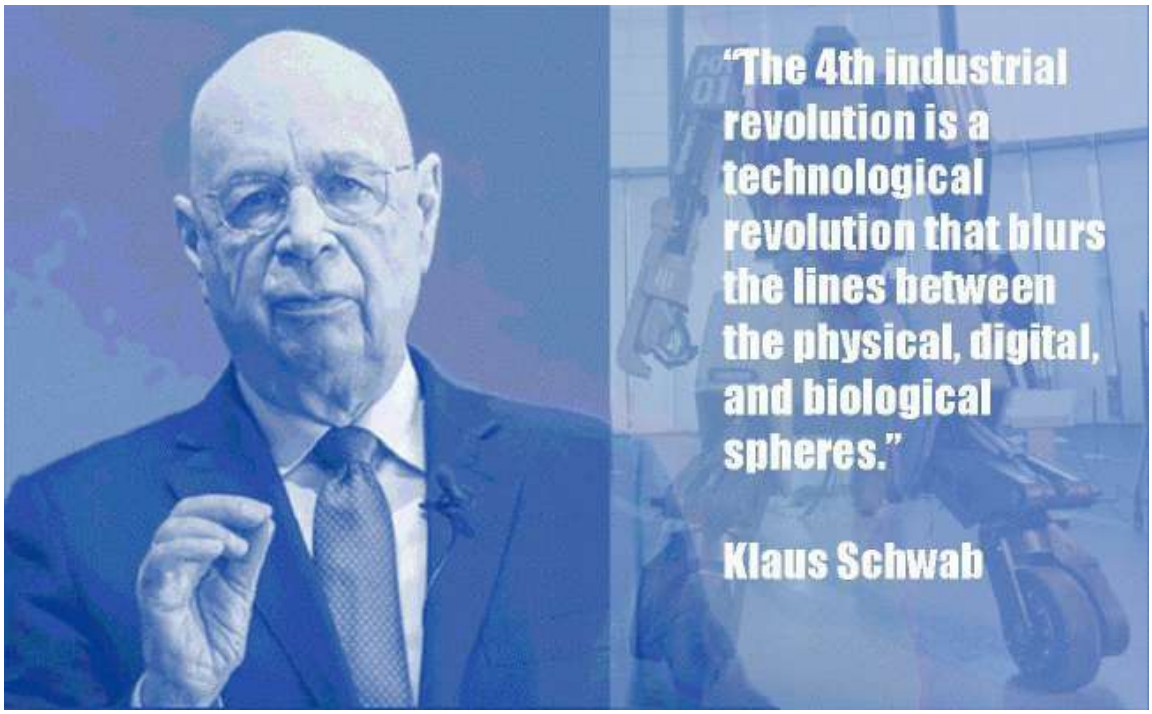
I got clued about his agenda by his Resume, his studies and the heavy socialist political bias and the use of Marx and Engels philosophical quotes and themes in his article. They point to his readings, studies, philosophy and thus of his deep thoughts and beliefs then his action plan.

And shows his true vision for what the demoscene has been since its inception: a controlled opposition to a boring school system which ultimately give back control to the oligarchs who run both School and Video Game industries. This was in place since the 80s at least. See UNESCO references for the computers in schools plan.

That's Marxism applied: I talk about applied marxism, not theorical marxism. Politics is all about lying, lying, lying to hide the truth. It’s like obfuscation in computer security : lots of bull and complexity to hide what’s really done.

Applied marxism is a system of control disguised as a freedom from money powers discourse targetting the middle class = the voters = the raw power in an economy. Marxism is label sticking / tagging, it isolates in categories, imposes normalized dress and vocabulary (living norms + division + language norms like assembly code) all over people to keep them divided in small units who don't have a clue of each other. All in the name of security, of peace, of harmony = in obedience of those who make the rules = the politburo and the oligarchs.
DIVIDE AND CONQUER.

Gulags, Nazi concentration camps, MAO reeducation camps are were the opposant to Marxism goes once they have seized power through the divide and conquer by concepts and cultures / social classes or IDENTITY POLITICS (LGBT vs Straight, Native vs Migrant, Black vs White, Woman vs Man, ...) : when people see through the BS they start to organize to oust the parasites and that's what Marxism is there to prevent. You see now what Gleb J Albert is there for?


"The 4th industrial revolution is a technological revolution that blurs the lines between the physical, digital, and biological spheres."
Klaus Schwab

Thus the demoscene with various computers each having its own culture, its own stars, its own tools, its own hardware, its own software and its own demoscene subculture. All working often unaware of each others towards the ultimate goal of Technocracy: the fusion of computers with human beings see the 4th industrial revolution by Klaus Schwab.

-> this explains the hive mind pouet woke mentality (effect of centralization of thought and demo distribution channel because this enables full censorship, peer pressure, groupthink, ...), the 'my penis is bigger than yours' demoscene mindset and general shallowness as explained in the shallows by Nicholas Carr. It's also consumerism oriented. Everything for Marxism to come to power by dividing people around shallow subjects.

This is all planned and designed by Gleb J Albert with his Marxist ideology for his fellows central bankers who pull the strings behind the demoscene / mass media smoke screen at higher levels of the social pyramid: when you rule money creation, you rule the whole system based on it. And when you control the language, you control people thought thus their behaviour.

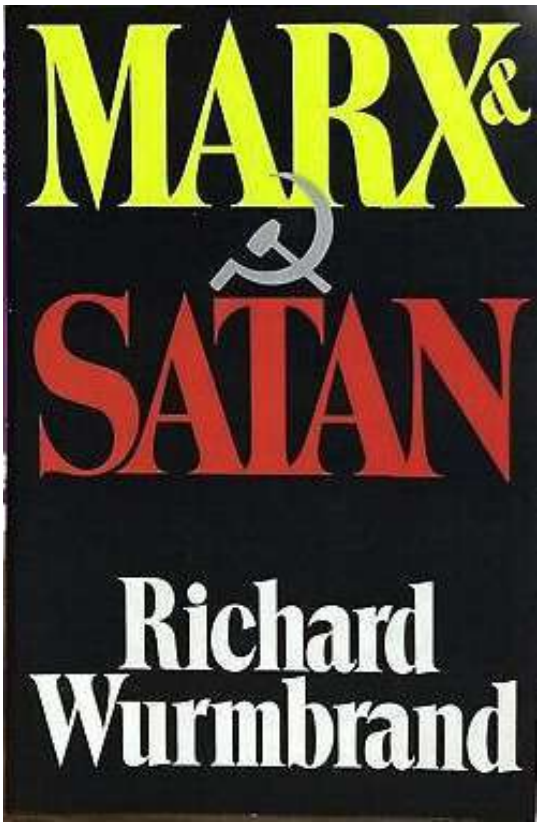
Marx was a Satanist and has links with big finance so was smooth talking the workers / slaves while living off them being paid by BIG money from workers slave exploitation: very probably like Gleb J Albert, hence the need of an association about RealTime.

Why requiring an association for an informal movement else ?

Ha for the CULTURE! To CULTIVATE = ENDOCTRINATE the whorshippers even more and skin them of their IP and work later on in a future stage of the exploitation scheme / scam.

Marx was a politician and manipulator too see

-> Marx and Satan By Richard Wurmbrand
-> Marx and Big Finance



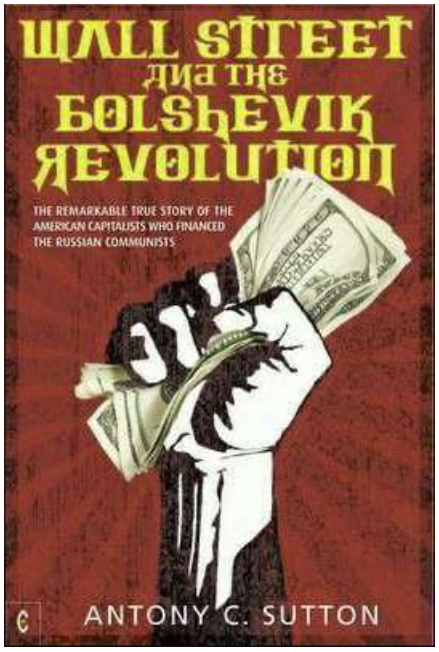
It seems there is a link between BIG TECH, Socialism / Communism, Computers, the Demoscene and Technocracy.
What is it?

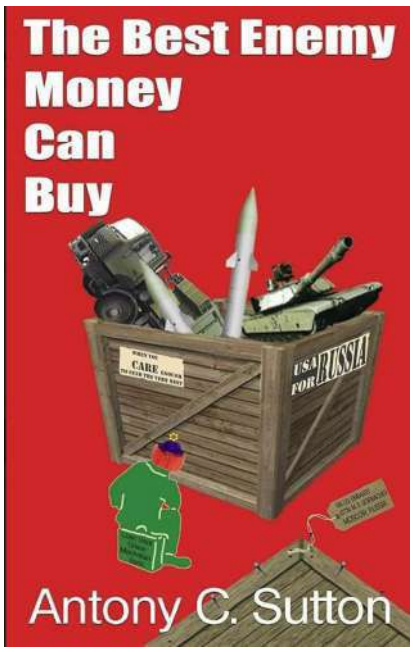
BIG TECH feeds on the Computers market. And the computer market with billions units used worldwide feeds the Technocracy: bureaucrats from civil servants bureau and office jobs and 3.5 billions gamers turnt into BIG TECH servants. Socialism and Communism are feeding on Technocracy thus need 'experts' to sustain their hierarchy of power: demomakers, video game coders and the whole hypnotism based entertainment complex.

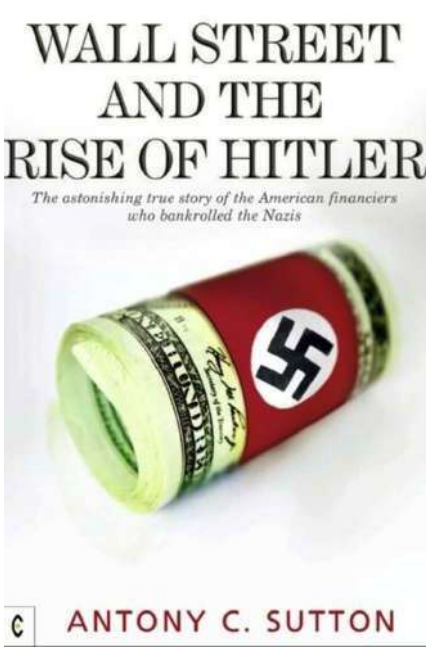
The financial link is exposed by the findings of Anthony Cyril Sutton in the books « Wall Street and the Bolchevik Revolution » , « The best ennemy money can buy », « Wall street and the rise of Hitler ». BIG Capitalists have always sponsored and financed

Nazis, Communist regimes so are supporting the 'opposite' camps / the ennemy (according to their own mass media representation). All that is given with records of the wire transfers from big money moguls to the ‘baddies’.

SEE NEXT PAGE





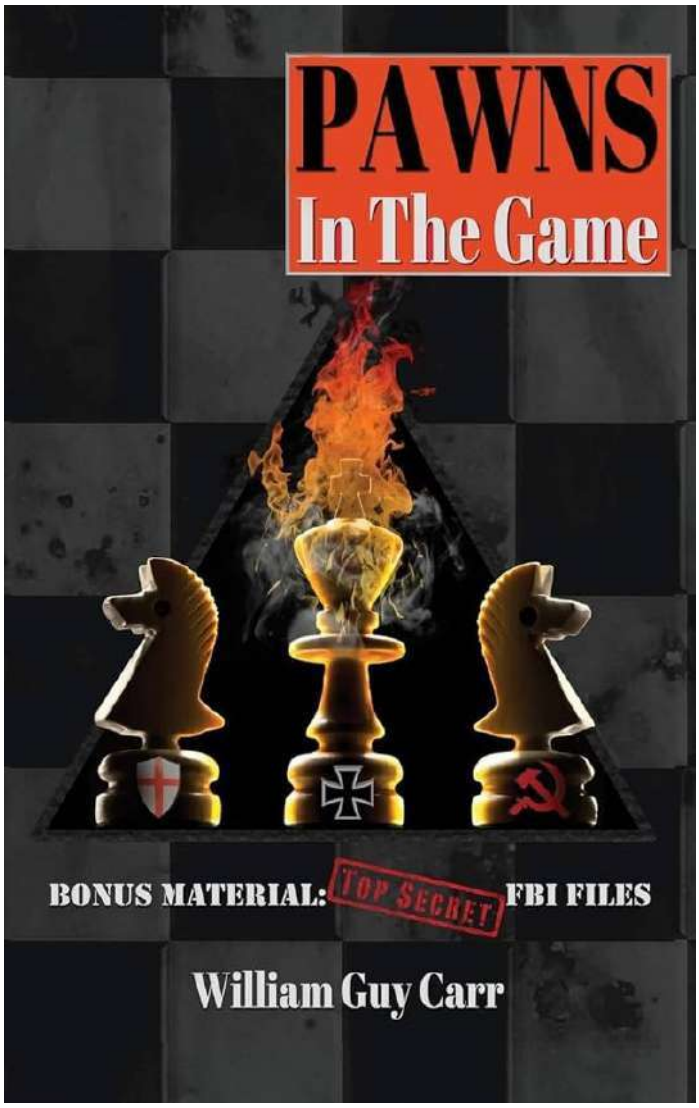

WALL STREET
AND THE
RISE OF HITLER
The astonishing true story of the American financiers who bankrolled the Nazis
ANTONY C. SUTTON

Why? Because Central Bankers and Big Industrialists don't want competition so want countries to become communist / socialist / technocratic. Once everything is State owned, prevention of any competition to appear which could overthrow their monopolies is achieved : closed market = full control.

Monopolies are like Empires: they feed on the competition by absorbing it through acquisition and fusion then prevent them to manifest innovation keeping the status quo.

SEE NEXT PAGE

Another book which explains in depth how Communism has been created is "Pawns in the Game" by William Guy Carr:

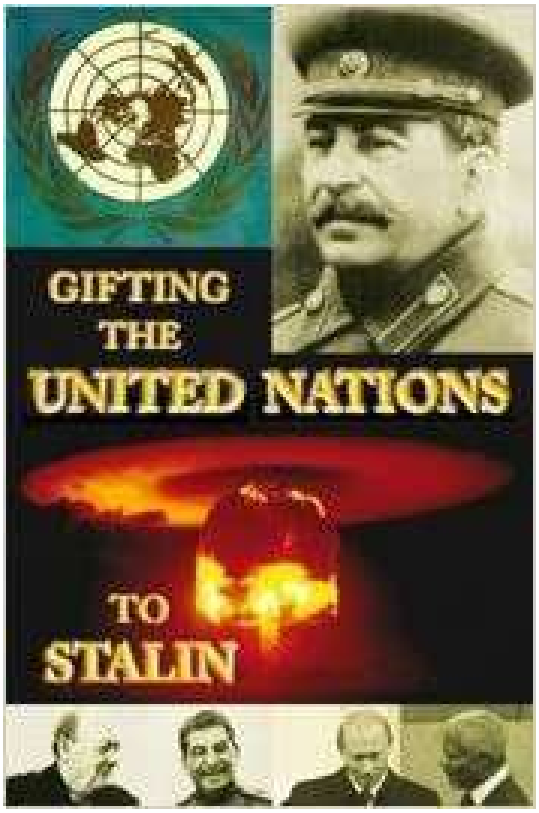


pages 7 and 8

The Creation of Communism
In 1829, the Illuminati held a meeting in New York which was addressed by a British Illuminist named Wright. Those in attendance were informed that the Illuminati intended to unite the Nihilist and Atheist groups with all other subversive organizations into an international organization to be known as Communism.

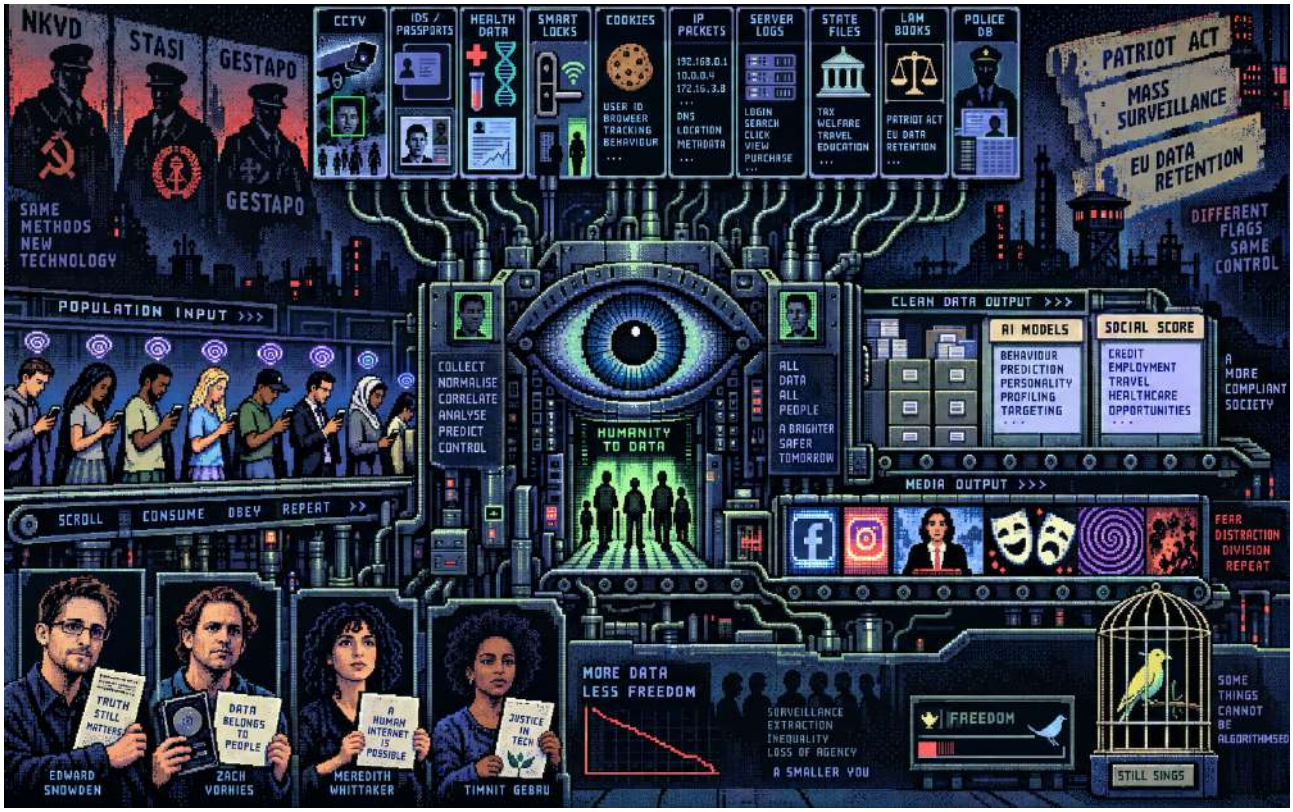
This destructive force was to be used to enable the Illuminati to foment future wars and revolutions. Clinton Roosevelt (a direct ancestor of F.D.R.) Horace Greeley, and Chas. Dana were appointed a committee to raise funds for this new venture. The fund they raised financed Karl Marx and Engels when they wrote "Das Capital" and
"The Communist Manifesto" in Soho, England.

Another book which shows that BIG MONEY (BIG Bankers + Oligarchies) which is behind BIG TECH has been involved under massive historical event like the raise to power of Stalin is "Gifting The United Nations To Stalin". BIG MONEY is for example The Rothschilds.



And Technocracy?

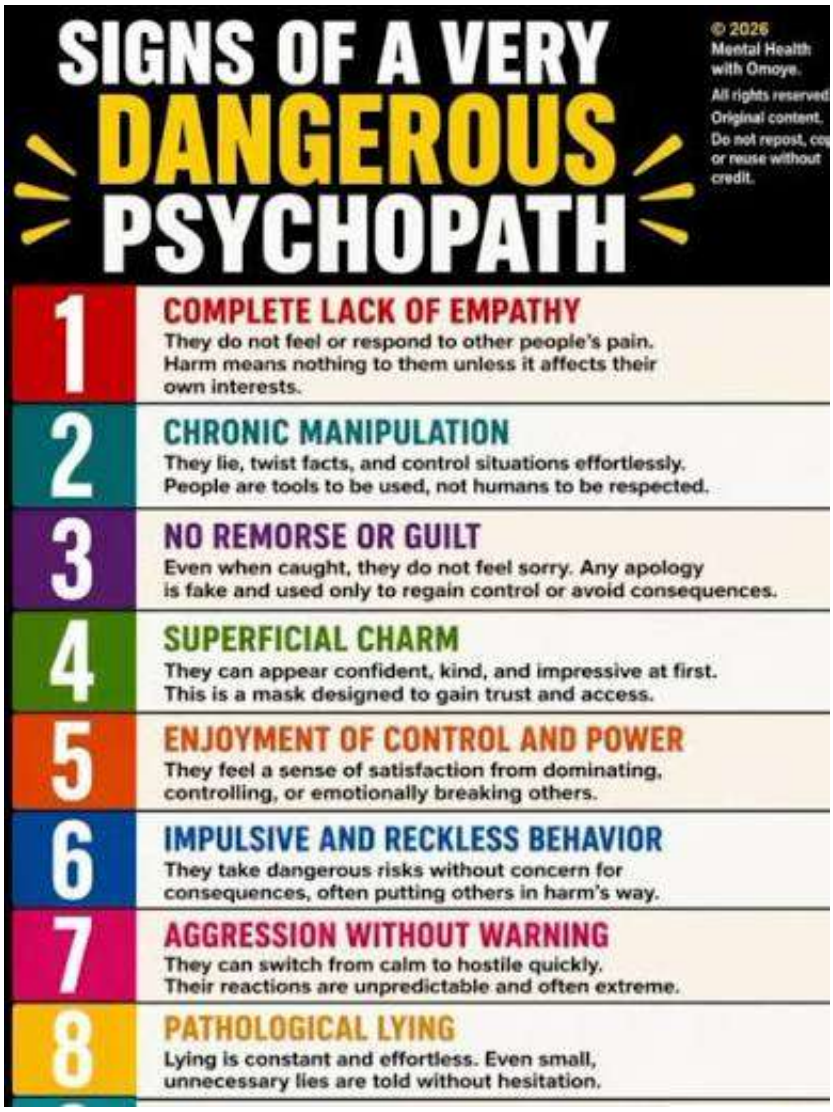
This is a rebranded Spy network in guise of ‘peace for all’ to impose Living Norms = Marxism applied through technology = Modern CHINA:



Within Technocracy, the masses are spied 24/7 in the name of 'peace, harmony, saving the environment / planet, fight against terrorism'... See IP addresses logs, Cookies, and surveillance capitalism. This is CONTROL sold using the usual BS to the masses by industry mouthpieces called politicians to keep them asleep while they get exploited like animals in a farm.

Another keyword Gleb used is "psychopath", a never used before word in a demoscene context.

What is a psychopath? A person affected by psychopathy.
What is psychopathy? Psychopathy, or psychopathic personality, is a personality construct characterized by impaired empathy and remorse, in combination with traits of boldness, disinhibition, and egocentrism. These traits are often masked by superficial charm and immunity to stress, which create an outward appearance of apparent normalcy.


SIGNS OF A VERY
DANGEROUS
PSYCHOPATH
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1
COMPLETE LACK OF EMPATHY
They do not feel or respond to other people's pain. Harm means nothing to them unless it affects their own interests.
2
CHRONIC MANIPULATION
They lie, twist facts, and control situations effortlessly. People are tools to be used, not humans to be respected.
3
NO REMORSE OR GUILT
Even when caught, they do not feel sorry. Any apology is fake and used only to regain control or avoid consequences.
4
SUPERFICIAL CHARM
They can appear confident, kind, and impressive at first. This is a mask designed to gain trust and access.
5
ENJOYMENT OF CONTROL AND POWER
They feel a sense of satisfaction from dominating, controlling, or emotionally breaking others.
6
IMPULSIVE AND RECKLESS BEHAVIOR
They take dangerous risks without concern for consequences, often putting others in harm's way.
7
AGGRESSION WITHOUT WARNING
They can switch from calm to hostile quickly. Their reactions are unpredictable and often extreme.
8
PATHOLOGICAL LYING
Lying is constant and effortless. Even small, unnecessary lies are told without hesitation.

What are examples of psychopaths?

Stalin, Hitler, MAO but also Bill Gates, and World Economic Forum leaders including Zuckerberg, Bezos, founder Klaus Schwab. Of course Central Bankers too see the movie Money Masters.

Those who own industrial monopolies in the world economy: Rockfeller, Rothschild, ...

All those psychopath globalists want one world,
uniformity, a massive group / herd of clones,
a bunch of sheeps all saying / thinking the same to skin them,
like, like, hum, let's see... communists!!!

Far right works hand in hand with Far left...

Communism Vs Fascism = 100% THE SAME

I'd say that some sceners are psychopaths too.

Expecially organizers and those with an ego bigger than the room (Gleb J Albert is a pathological liar, as socialist in general):

MAKE A PURGE

A paragraph in the references is dedicated to Bill Gates as he is the father of the visible OS of most 8 Bits through MS BASIC and of PC Software with MS DOS then Windows, DirectX, Office, etc... And now the Cloud with Azure and AI too. Bill is the big organizer of all in the IT world, everything IT gravitates around him.

IV/ WHY GLEB IS SO FOCUSED ON CRACKERS?
WHAT'S THE BEEF ABOUT CRACKERS THAT HE WANTS TO DEAL WITH IN HIS BOOKS?

Fact 8: crackers breakfast meal and dinner is reverse engineering which requires to think straight and call a spade a spade.

Said differently crackers deal with
TRUTH and finding the TRUTH.

Thus they are LOGICAL. They are EMPIRICAL.
They analyse. They test. They understand.
They find solutions.
They see. They have a 360° view. They are wise.

Socialism / Communism don't want TRUTHSEEKERS.
Communist don't want LOGICAL people:
they feed on lies and illogism to keep the exploitation of masses going on. For that, News is Propaganda in Socialist countries : confuse thoughts and minds with Novlangue and HUGE lies and social unrest (climate change from CO2, scarcity, scientism, equality, LGBT, fake ecology, feminism, strikes, taxes, massive immigration, huge inflation, ...):
IDENTITY POLITICS = DIVIDE AND CONQUER.

In that sense crackers are the ennemy of Socialism.
So by rewritting the history of the crackers scene, Gleb prevents the truth to get out and thus enables the conditions for Socialism to progress with new generations. He acts like a rootkit taking control of the thinking system of those interested by cracking and those who listen to him in the Demoscene.

So the link is there : people, politics, crackers politics ideology and their relation with communism / socialism.

Any practical proof of socialism around you? Check that:

###Gleb J Albert worse nightmare is that **crackers wake up and wake up their billions audience by making them critical thinkers** hence his censorship agenda regarding any truth.

Same for people having sane spirituality, clear mind, excellent health and critical thinking.
Same for independent people having their own means of living, food, house, education, alternative medicine and weapons###

History parenthesis : in the 80/90s, reverse Engineering / disassembling was the way you grow your knowledge and knowhow fast, by understanding the logic and the routines of others. In the old days of the scene back in 1993 and before, you could simply disassemble a demo or a game to understand the inner logic.

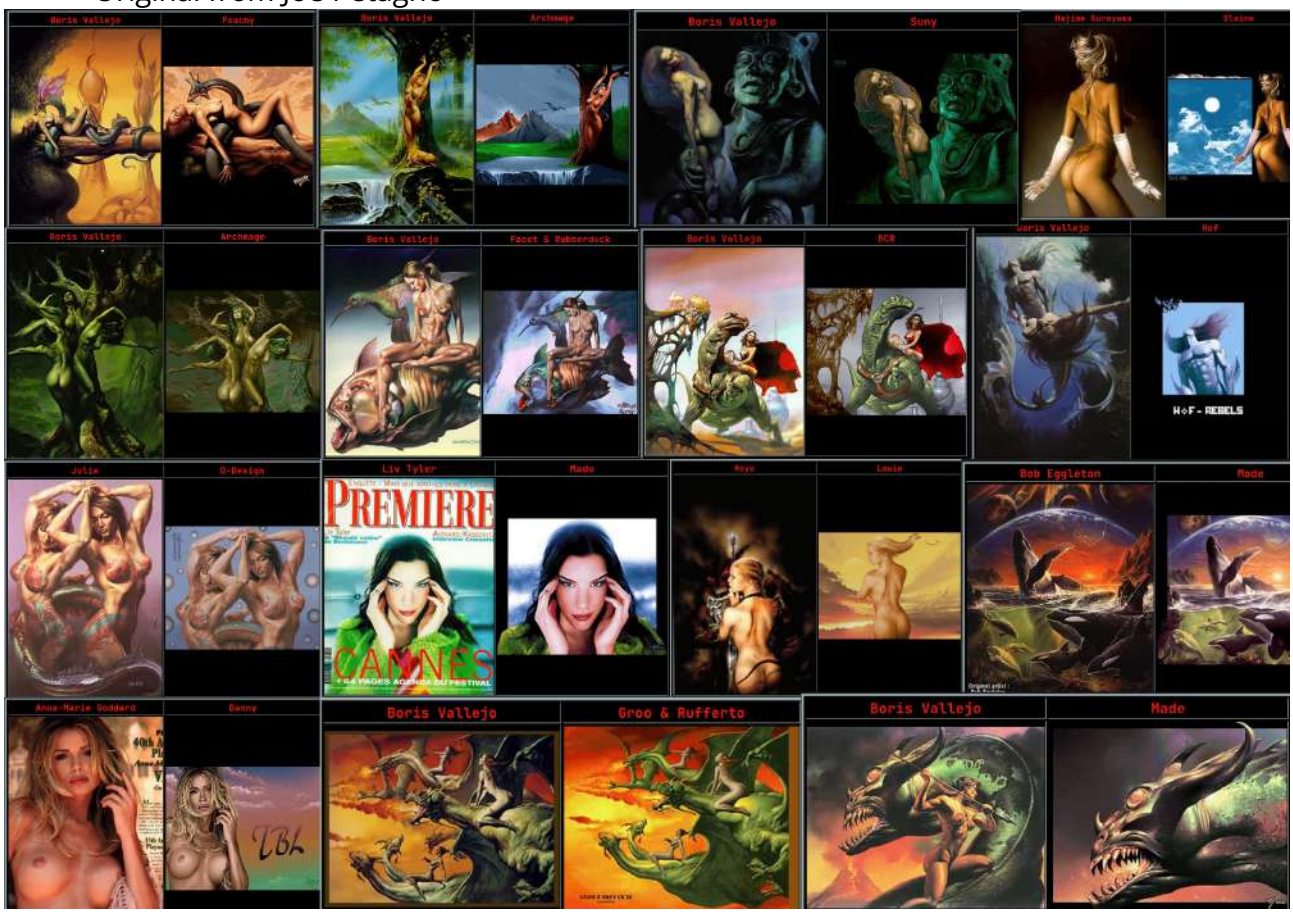
Reverse engineering is just the natural way you understand how things work. There was a lot of routines ripping done simply for understanding, optimization sake and also stealing.

Because the root of the scene is cracking = understanding = thinking. And crackers disassemble, understand, hack, reassemble, that's their game. Today we call that reverse engineering and hacking.

There was in fact many different rips outside code : copies of graphics art from Hard Rock disc like in Interference Sanity demo (Orgasmatron from English rock band Motörhead):

Original from Joe Petagno

Copy by Cougar



Tons of pictures from various artists like Bojis Vallejo, copy of music style like in Desert Dream by Kefrens (based on Manhunter movie theme - Graham's Theme), samples ripped like from the We Shave the Ass by Razor 1911 demo ripping The Killing floor samples from Jimmy Hendrix. Flash demos on the Amiga ripping dance music samples, Hypnotic hammer techno demo with complete rip from Attack! · ZHARK Frühwerke 1983-1988 ℗ Black Montanas. And on and on. The demoscene was recycling constantly material from elsewhere.

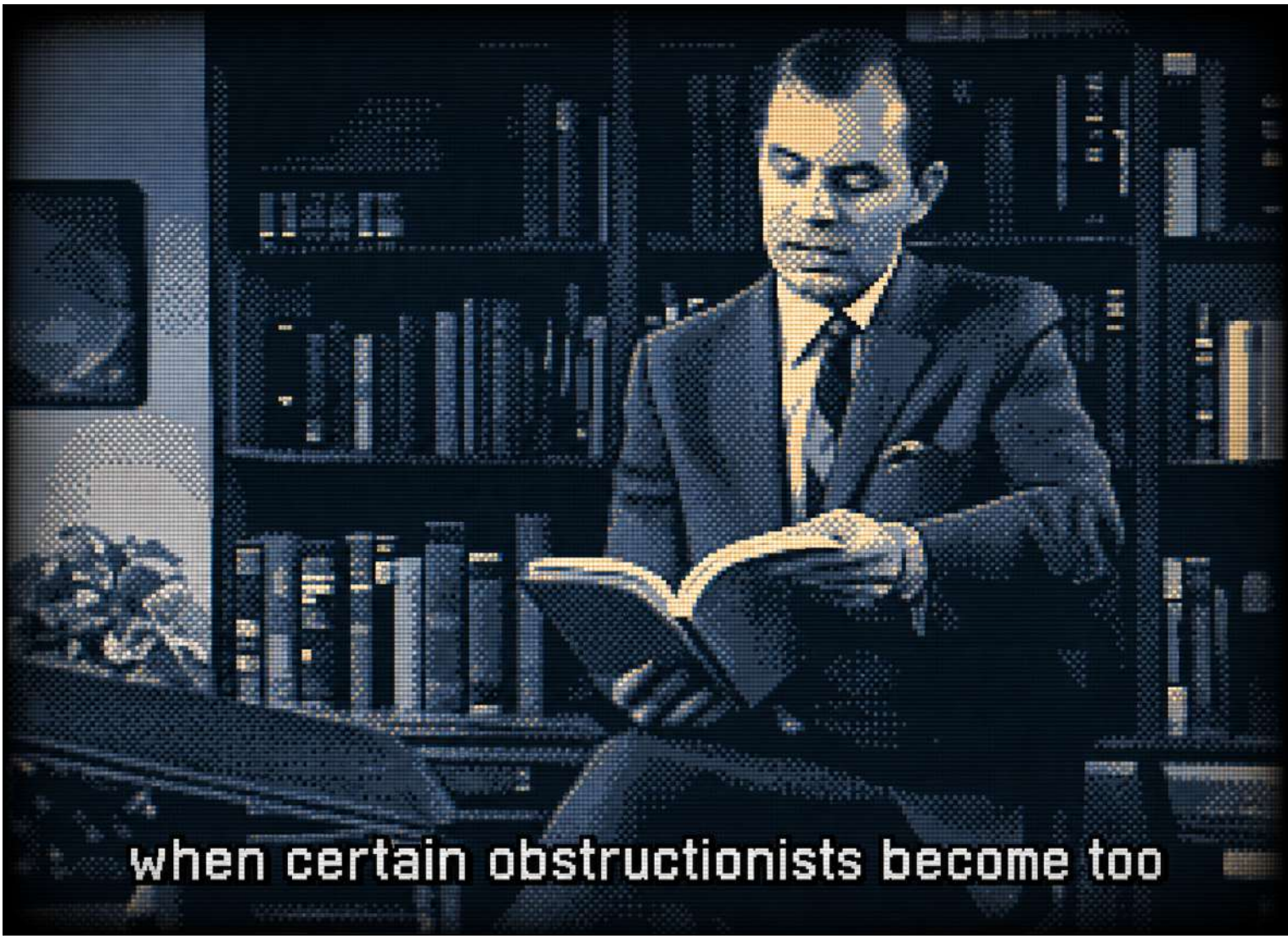
Afterall the demoscene is pirates / crackers based so copy is the ADN of the phenomenon. There was even recycling of music / samples between demos with programs to rip music. Such as on the Amiga, Pro-Wizard, Chip Mem Saver, Datel Action Replay MK-III, Exotic Ripper, or just simply a monitor or a disassembler to rip by hand ressources. A lot of music recycling was going on in cracktros : on the Atari ST many chiptunes in cracktros are ripped from games like Jochen Hippel tunes. Graphics where ripped with tools called rippers.

Lots of material, styles, ideas where copied, subverted, and used from the commercial world to the demo world in a different way or not.

This alteration of main pop culture art into the demoscene is typically what communism is about : making erzats of the main culture to make it so bad and so altered compared to the original culture that it finally collapses so people ask for something different : what the communist dictators brings as « the welcomed change ». That kind of ideas and revelation is not what Gleb-J-Albert like because it decrypts his Communist agenda.

NEXT PAGE

And what technic Gleb J Albert used to try to silence me?



G. Edward Griffin on Communist smear tactics

The communist method: smear campaign, name calling, throwing mud at me, the "me" he created with words because I repeat: I never met Gleb, he don't know me.

So what is the technic of Gleb J Albert concretely? Simple: he accused me of everything he is. What he is? A traitor because he uses the demoscene as a platform and a tool for his ideological warfare to convert the west to Technocracy. And the demoscene has been created for that from the start : digital is all about subversion.
How? By destroying Analog = Human.
And replacing it with Uniformity = Digital.

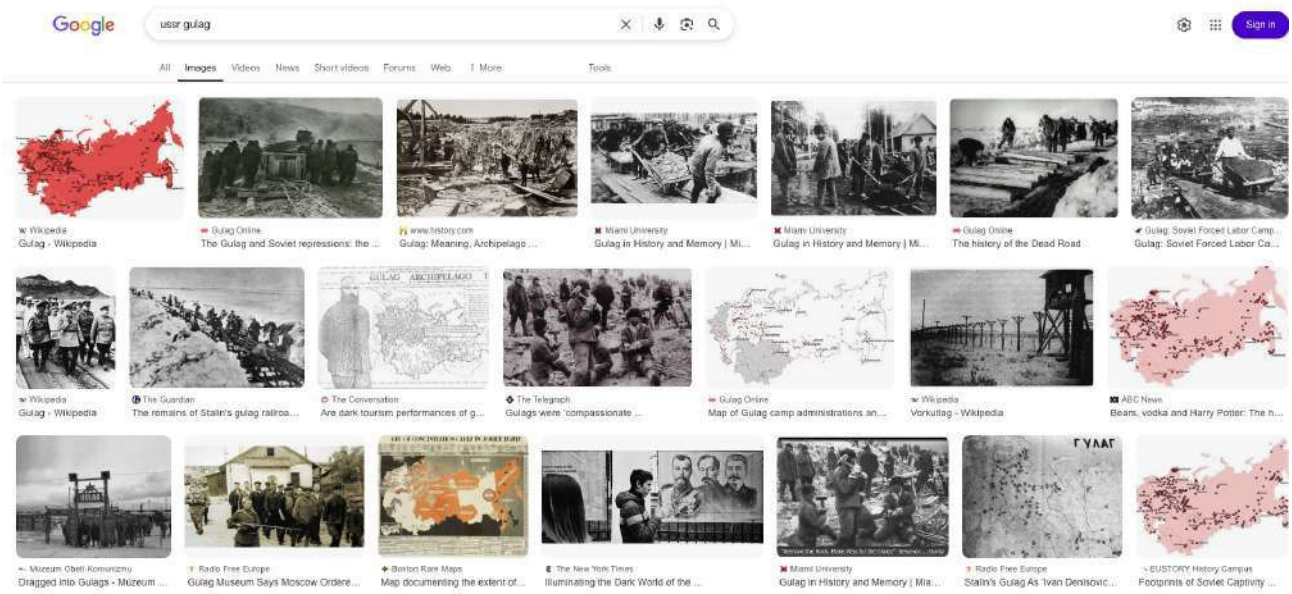
The demoscene creative audience being exactly those who can change the reality so it don't become the socialist nightmare which already happened in USSR, Eastern Germany, Eastern Europe including Poland, Austria and Hungary and Communist MAO China and Present China + North Korea. And happens in France since at least the end of WWII.

Gleb slapped me with various baseless attacks which are all directed at keeping the flow of information unidirectional from Pouet, Scene.org, demozoo and other sites or plateforms like pain diskmag. So full control of what is said, by who and to who. Andry Joos helped him doing so. Same for the whole organizers and web host team: Analog / Laurent Raufaste + Scamp / Simon Kissel.

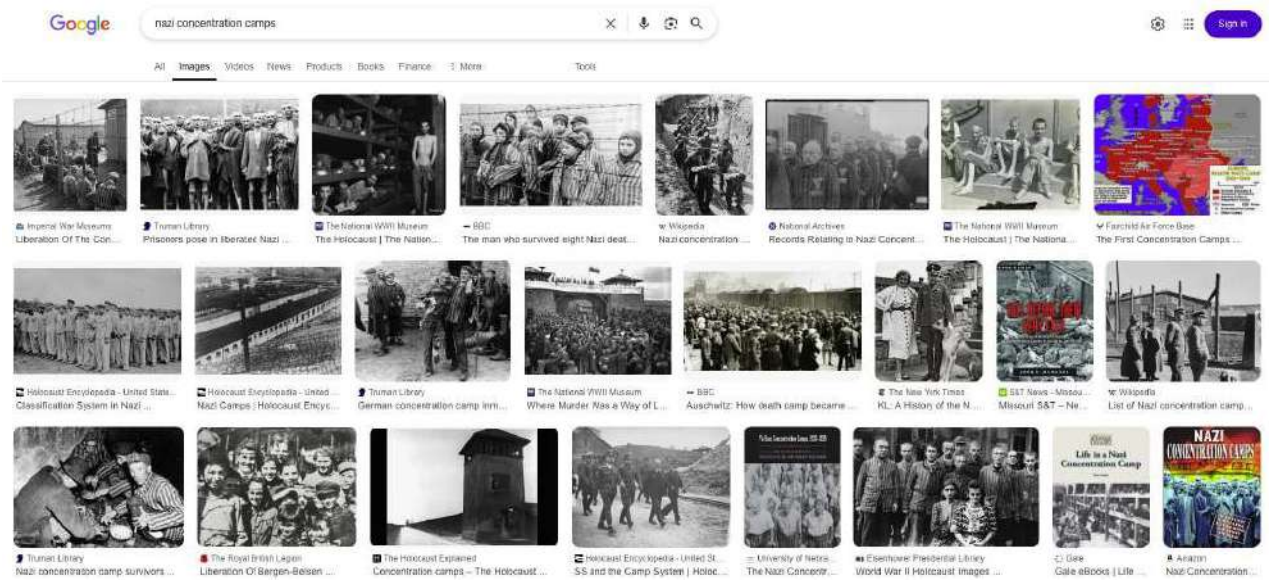
Now you may think, but what is Socialism in real life?

How does it materialize?
Don't know what socialism look like?

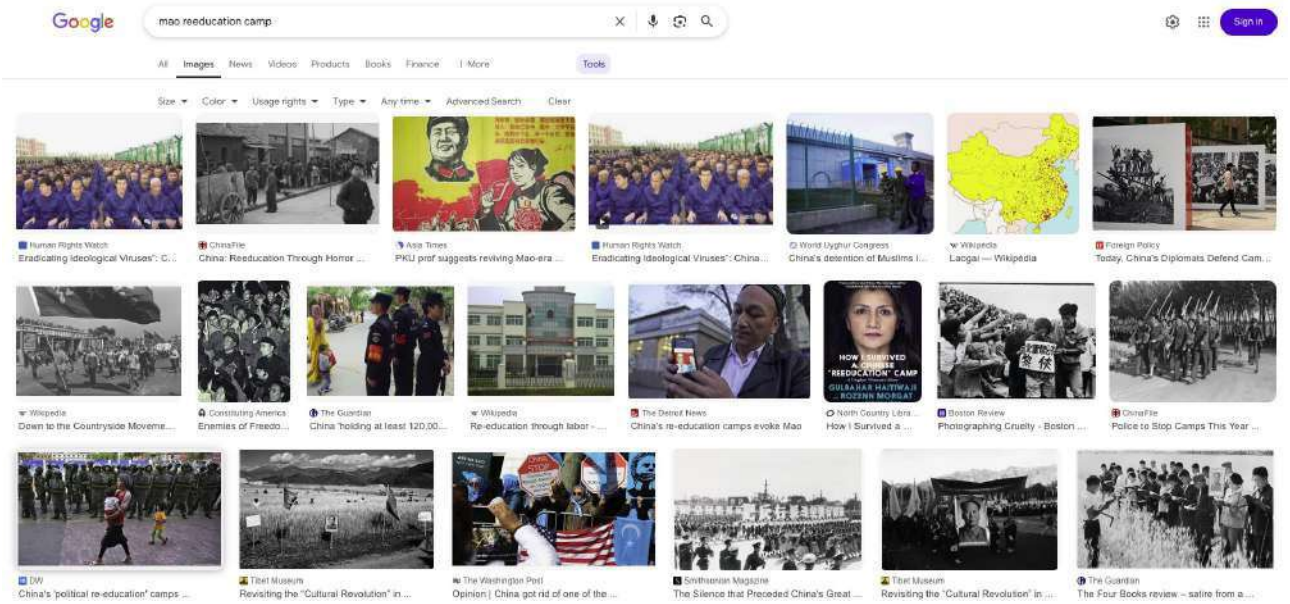
Ex1 : USSR Gulags, see the red dots, there are plenty because not that many in the socialist ‘paradise’ were happy nor compliant with its ‘ideals’ (owning nothing, being nothing = no freedom)



Ex2 : Nazi Concentration Camps : smells like Gulags because well dictators have dictators ways...



Ex3 : Mao Reeducation camps : you know the drill by now

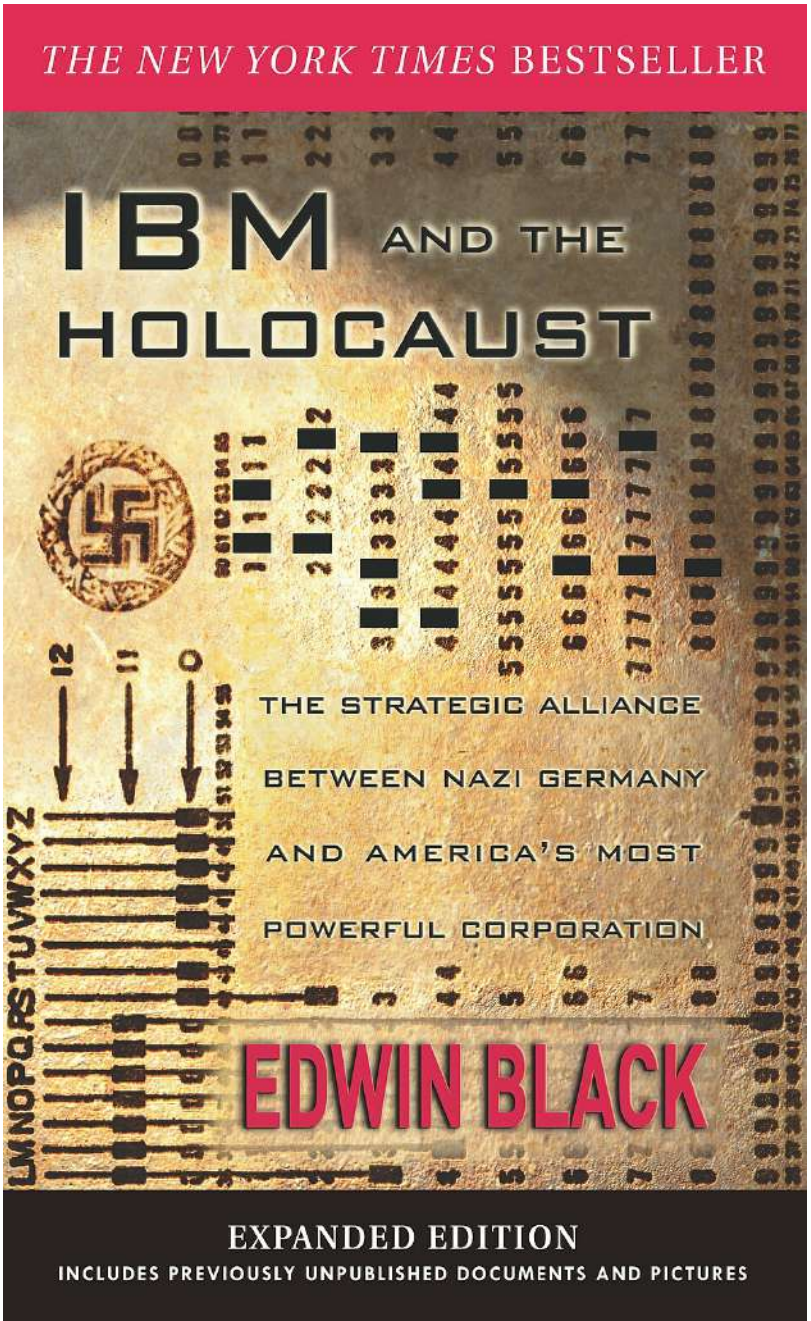


OK but this is all HISTORY bro, wake up!

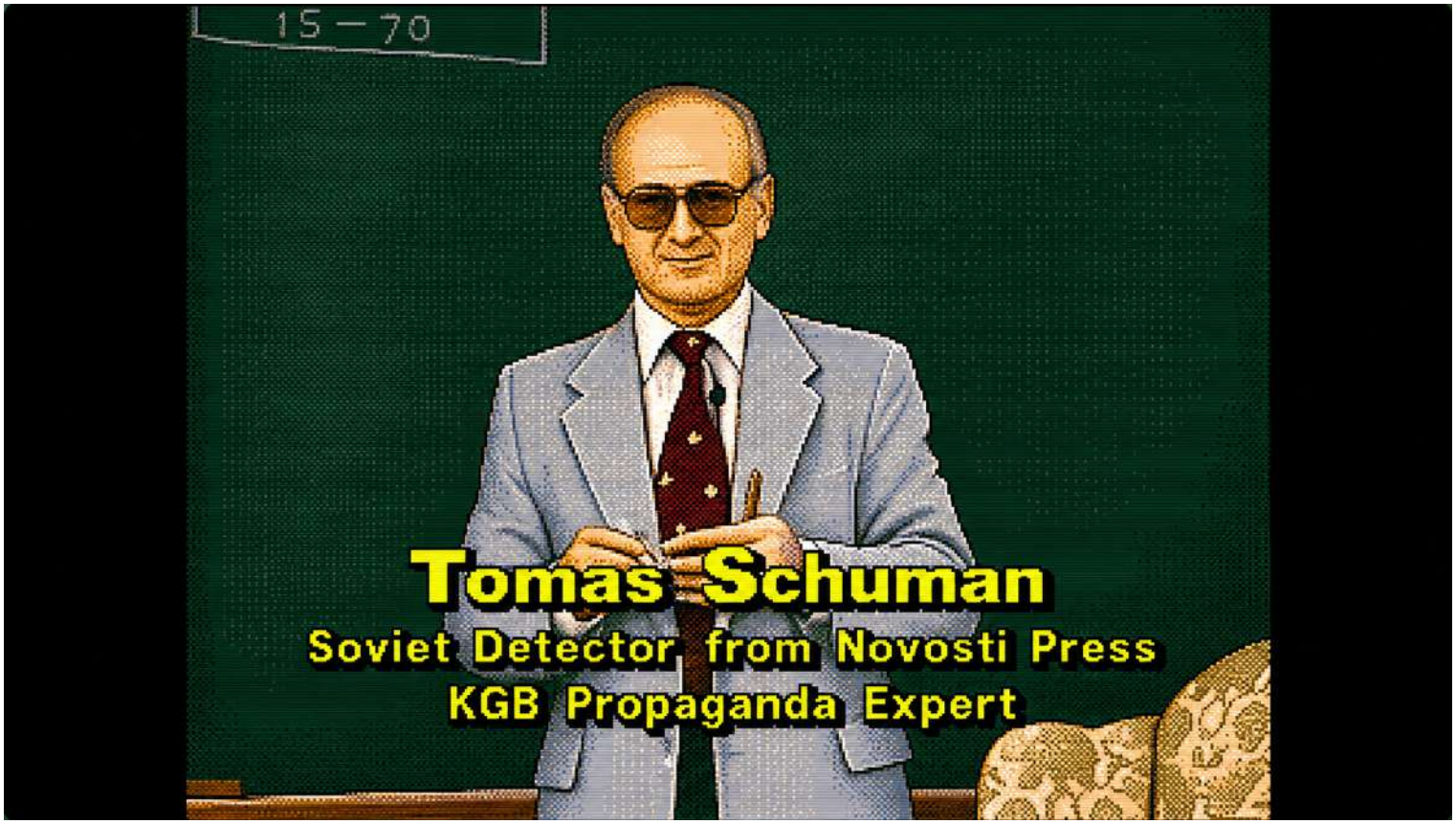
Not really: the new version of Socialism is building under your eyes, it's called Technocracy and is about to build 'Smart Cities' with Agenda 2030. A new concept of concentration camps as an open prison under a small area which is monitored 24/7 through AI:

[Here is what one of their engineer thinks about them]

You see there is a HUGE precedent: the ancestor of the computer / the Hollerith Machine by IBM was used to count and classify prisoners in concentration camps in Nazi Germany through the ancestor version of the ID card: the punch card.


THE NEW YORK TIMES BESTSELLER
IBM AND THE HOLOCAUST
THE STRATEGIC ALLIANCE BETWEEN NAZI GERMANY AND AMERICA'S MOST POWERFUL CORPORATION
EDWIN BLACK
EXPANDED EDITION
INCLUDES PREVIOUSLY UNPUBLISHED DOCUMENTS AND PICTURES

Also watch Yuri Bezmenov / Tomas Schuman videos about Ideological Subversion from USSR then RUSSIA using propaganda and inside action on the West, you'll understand that western society is nothing less than brainwashed from within using various technics since end of WWII.



Yuri Bezmenov - 1983 Lecture on Subversion (Complete)

MORE TESTIMONIALS NEXT PAGE

And watch these videos from refugees of North Korea (socialist).
This will be time well spent:
it'll further your instruction and wisdom about APPLIED socialism not theory.

Hyunseung Lee video

see refs for more

NEXT PAGE

Demoscene / Video Games and communism / Technocracy? « Seeing a link there is far fetched »

Not really.
If you want to impose an ideology like Communism / Socialism / Technocracy / put your label on slavery through fascism to a whole list of countries at the same time, you need a method and tools:

European Union + US = 1 340 millions people at least,
China 1 400 million is already under technocracy,
and India has already partly been ID digitized through Aadhaar.

That way you can impose the Marxist Leninist ideology repackaged as Technocracy within masses consciousness fast and continuously because freedom wants to reappear all the time.

Remember the DemoScene is mainly European.
And Europe have lost WWII, with winners being the psychopaths who organize it.

The main winners camps where officialy the USA and USSR.
The unofficial winners behind the veil where the big bankers pulling the strings behind the political farce and war theater:

Cartoon by Robert Minor in St. Louis Post-Dispatch (1911). Karl Marx surrounded by an appreciative audience of Wall Street financiers: John D. Rockefeller, J. P. Morgan, John D. Ryan of National City Bank, and Morgan partner George W. Perkins. Immediately behind Karl Marx is Teddy Roosevelt, leader of the Progressive Party.

Wall Street financiers are owning big industries like the Military Industrial Complex building all the weapons used at war by all camps and the entertainment complex including surprise surprise the video games industry and the hardware makers of computers / consoles. Because Games are advertising for hiring military troups: you need stupid people to fight wars not intellectuals, critical thinkers, truth seekers.

So the demoscene and video games are used by something which spans both the US powers and Russian powers, and China too as the electronic hardware is mainly built there.

Who is behind all ?
Wall Street (Black Rock + Vanguard + State Street owns 30 USD Trillions and dominate the ETF market) + The Military industrial complex + The World Economic Forum + FED + BCE + ... see refs

So how is the technocracy ideology multiplication done?

Perception framing is traditionally done through religions: a god, a story, an ennemy, a book with the story for each believer to follow by the word, and a church with a hierarchy of power to keep the belief high with punishments for those who see through the cracks.

And nowadays how is the ideology spreading?

After the Bible as a propaganda tool, the newspapers and other books took over so the powers in charge (Rockfeller) centralized the newspapers and write the school books and the programs.

Then radio appeared bringing lazyness to read to take over the minds of the audience and sold them a new drug called entertainment like football or talk shows + pop rock over the airwaves.

Then TV took over radio keeping the masses paralyzed while they got programmed by the programs hence their name.

Then computers appeared with games. Consoles also appeared. All stealing more and more time preventing studying and growing awareness outside. Video games made isolation cool because step by step players moved from being in the same room talking to each other (parlour game) to being stuck in front of the screen alone, only seing avatars of other players far away in the same isolated environment.

Then the Internet appeared with more and more entertainment.

Video games became networked leading to more and more collectivism because people copy behavior instead of being themselves : they become part of a ‘community’ separated and in their room instead of having face to face interaction and behaving the same as they are now stuck in under control environment.

And the servers delivering the drug get centralised so controled by fewer hands. And people comply to more and more rules, more and more living norms because the administration through the digital government become more important, the State thus become the only autority and impose its orders through bureaucratic means (no face to see, no people to talk with, just papers to fill, electronic forms, AI bots...).

Thus the need to read more and more alternative paper books to grow an alternative mindset. And get in silence, alone, disconnected to think by yourself. Also work on a piece of paper on your goals and doing exercises like maths to keep the brain sharp. And check the facts by yourself through direct experience and alternative research + intuition + logic. More important: do something with your hands and with true relationships which gives meaning to your life like gardening, building house, helping people.

Now let's talk about the main argument of Gleb article :

Real Time = the socialist mystic for the demoscene
(like 'green' electricity for the ecologists to fight the CO2 'vilain',
or nationalism for the nationalists fighting the immigration 'vilain'
or power to the women for the feminists fighting the macho 'vilain',
or ...)
= the carrot / the savior / the 'good'

Gleb sells to the sceners and demomakers
the mystic called "Real Time"
as the main pillar of the scene religion.

Real Time = video games engine or games 'life' / engine force
=> Real Time requires trained forces for the US military industrial complex, working as advertisers of the military ideology in video games. Those military trained forces are free trained demomakers.

Real Time = what keeps demomakers / gamers in the hypnotic loop.

Gleb don't want animation because it's not sellable to the video games industry. He wants to sell coders, artists, not animators, that's what his collectivist ideology ask for = the same ideology of BIG TECH, the guys who censored all the Covid PLANdemic which turned 5.5 billions people into iOB (internet Of Body) devices see refs.

And animation / video (real time screen and audio capture on Windows like Capturinha / Fraps = what I wanted) of demos enable to rewind, pause, fast forward, see what's actually displayed there : meaningless abstract art financed by CIA = no political opposition message, or military violence and destruction message, violence, distorted perception, fear, and negative emotions only. Animation / youtube videos, enable to comment, see what a demo really is from a critical thinker view.

And what critical thinkers see on the demoscene? Trends, fashions, all the time the same effects over a certain period, a recycling / copy of ideas from groups with logos, bold language about who has the biggest member / joyustick / dick / pennis...

Also a critical thinker sees lots of confusing effects which put the eyes out of track like thousands dots in every direction, lots of shinny shaders, an erzats of reality which becomes more and more digital and more and more screen based, pictures made by unbalanced artists done right after or within a booze coma, corrupted minds expressing themselves, chaos, booze, dope, bad taste, electronic music with low vibration, and all the time the same topics (ducks, tea cups, arcade, war, skyscraper buildings, abstract art, CGI scene) : common denominator = no meaning, demoscene not going anywhere), perfect for somebody who knows where he / she / it goes and what he / she / it wants out of those mindless clones...

Similar to the real time of billions in office jobs where they are trying to get the job done daily through many procedures and many operations through computers and devices. They spend their time entering passwords, or identifying with finger print or face photos, SMS codes, email codes, ... And they live concretely in a dictatorshop called bureaucracy where they obey to a perfect dictator: rules based information system.

Ask people who work in an office how many times they spend identifying everyday. And they spend their time interacting with machines meaning they turn into machines themselves which was the point of putting computers in every schools starting the 80s.

Demos ? When the creative spirit was willing to emerge and that schools taught the youngs that the way is digital, some creatives simply started to work on computers instead of a piece of paper or a theater or a painting canvas, or ...

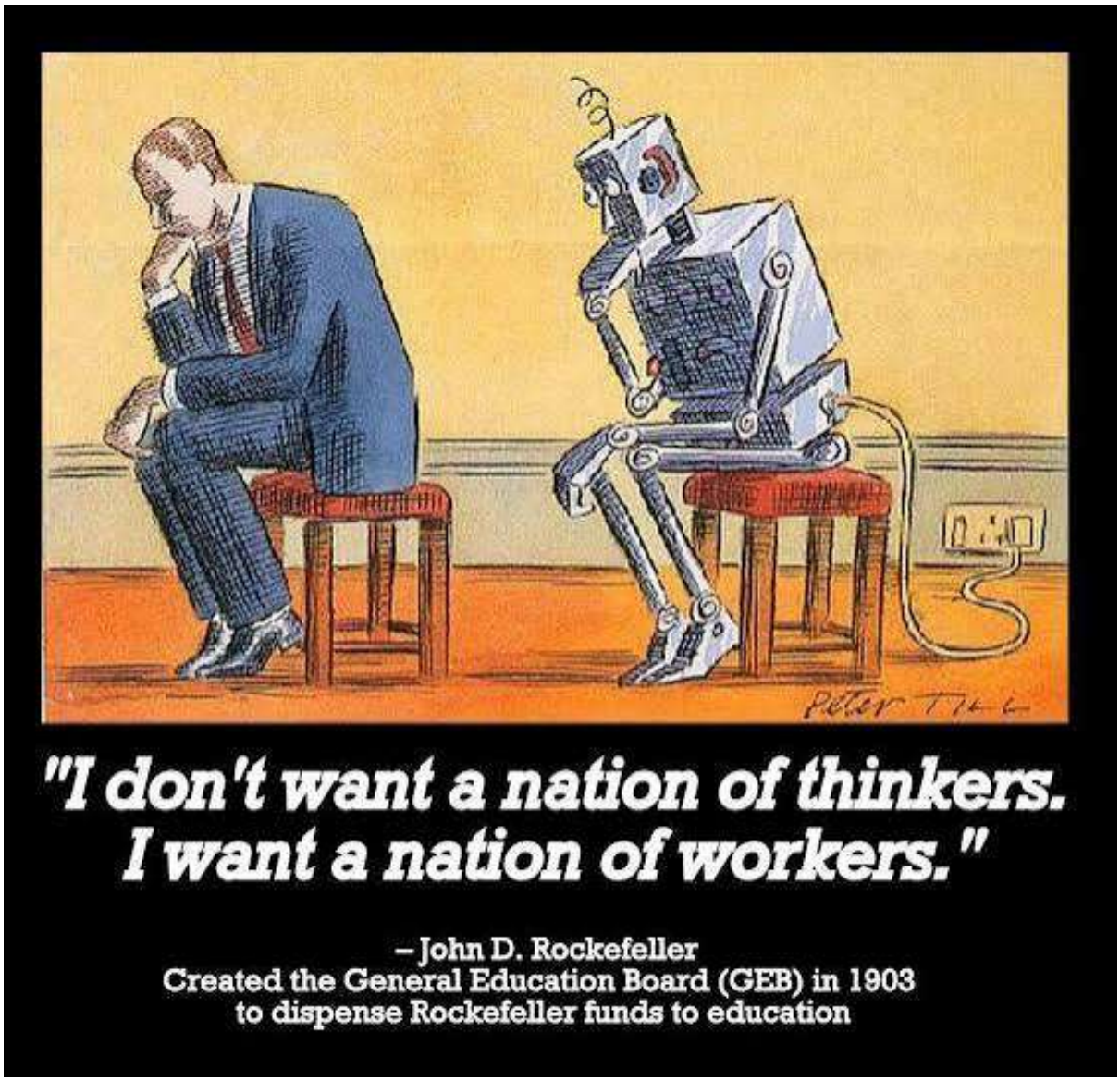
I remember vividly my teacher in 1985 showing to the whole class on the TO7/70 in nanoreseau / a network of TO machines connected to a central PC, a real time animation of birds made in LOGO, he programmed. And I saw many videos showing the same kind of programming occuring all over europe in the 80s see refs.

SEE NEXT PAGE

Who produce the demos ? What is their behavior ? What the state of their microbiome (the bacteria in the gut producing neurotransmitters = how good / bad you think) = what do they eat and drink?

On Slengpung, we can see thousands people photographed in a state of bad sleep and surrounded by Cola, Beer, Junk Food, in that environment, you can't think clearly. This has been going on since the 80s at least, you can find videos of old parties on youtube showing just that.

Thus those guys are not at all an elite, more a list of degenerated people with lots of free wasted time and energy. The ideal troupers for making video games : work work work, don't think for themselves, sharp as a spoon, don't analyse, just grind, grind, grind. Skills not culture. Work not thought = what Rockfeller looks for. Rockfeller was the first world billionnaire of the back in 1916.


"I don't want a nation of thinkers.
I want a nation of workers."
– John D. Rockefeller
Created the General Education Board (GEB) in 1903
to dispense Rockefeller funds to education

A demoscene then video game programmers and artists fed with junk 'food' like pizza, burgers, hot dog, pasta, beer, white rice, fried chicken, enters perfectly this paradigm too: a very limited range of stimulations through taste means a limited range of options in their mind. This creates boredom and limited view.

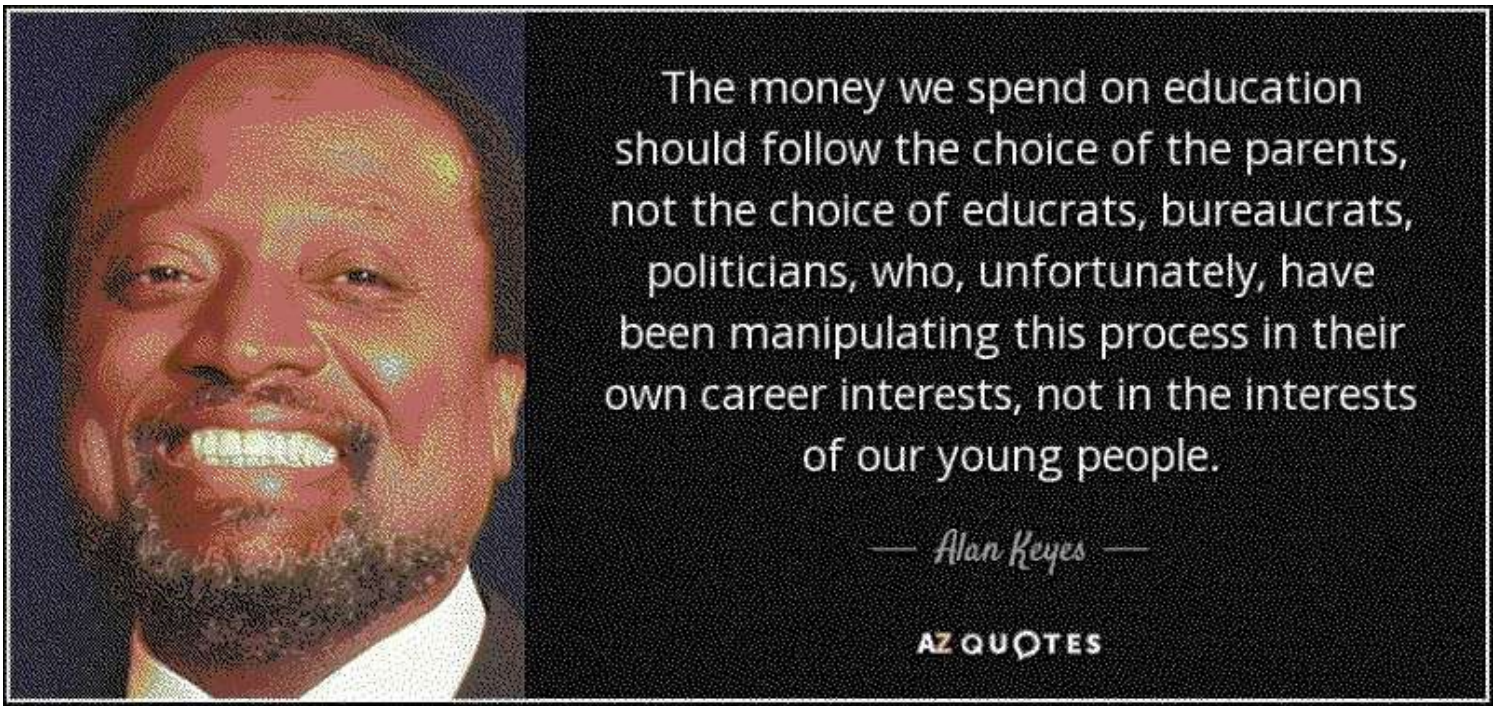
Same with electronic music being very limited in tonal range and harmonics. This train the ear to be limited and thus not looking for something else.

All that "culture" is there like in a sect to keep sceners in a box. That's perception limitation and deception. Even a label like being a "demomaker" is a jail because it creates perceived limits. You are in fact limiteless : your body is not your limit, your imagination is and it’s boundless.

Why 'sceners' on Pouet / Slengpung are illiterate / accultured?

Because the education system, the mass media, video games, la société du spectacle / the society of spectacle / show business and their lack of curiosity and focus lead them to that point.
I’ve hardly seen people asking questions there because they don’t have enough mind for that.

Their mindset and lack of thoughts is an implication
of the social engineering going on for decades : that’s culture = cultivated mindset / thoughts like vegetables are cultivated or mass farm animals are raised.


The money we spend on education should follow the choice of the parents, not the choice of educrats, bureaucrats, politicians, who, unfortunately, have been manipulating this process in their own career interests, not in the interests of our young people.
— Alan Keyes —
AZ QUOTES

Let’s see a few top sceners to check their personality, culture, values and virtue

1- KB / Tammo Hinrichs

Ideas : Nihilism (killer loop, shoot them up, turrican clone, doom clone), Goth, all black dressed, negativity about humanity in general, black and white vision → WWII Japan bombings not understanding the difference between nuke types (Little Boy / Fat Man developped by J. Robert Oppenheimer not by Edward Teller whose bomb has never been used at war) blaming the wrong guy following mass propaganda.

Open to questionning and other perspectives but don’t invest too much time on researching before jumping to conclusions and acting on them, rather shallow and lack good judgement due to emotion overload.

Quotes : *I was fed up with basic school, and humanity in general. Yeah, even back then. I’m just a cog in the machine. all the time we're taking part in a perpetual artistic dick-size contest.*

Feelings : boredom, fear of inadequacy, anger : jump to the roof when certain subjects are put to the fore like when using certain keywords (Nazi, H bombings) / hyper sensitive with emotion levels reaching saturation clearly clogging his analytical sense. Has not understood why other guys in school have bullied him : it’s all about sex and those guys saw him as a rival for the girls.

Addiction : Tea (fluoride), computers (lack of sleep, eyes are showing tiredness, consciousness filled with ersatz graphics and sounds leading to an altered vision of reality : under hypnotic trance), sweets (high glucose and cortisol roller coster), dopamine addicted : live by night fed with blue light and EMF from computers while beeing like moth to flame with screens light, beer, tobacco, alcool

Contradictions : Fun of who is the boss in the demoscene as it don’t matter due to the internet BUT «The Elitehaus is a thing that we came up when we did the whole Elitegroup thing and

seriously needed to work on a few killer productions to show the scene who is the boss » + you know you’re elite when you can’t fall asleep because your demo is finally better than reality

Want to be loved so work hard and harder for recognition while not loving reality thus escape through the 3D erzats demos are. Why ? Because he surely has a paradigm = set of habits including consciousness voice telling him that the other humans are bad. They are just programmed by the mass media which have molded their paradigm through repetition and emotional rewiring / pavlovian conditionning by bypassing any critical barrier through lights coming from the TV altering circadian rythm by stimulating the pineal gland responsible for detecting time to sleep with low light outside.

Self ID : love to be seen and to be loved

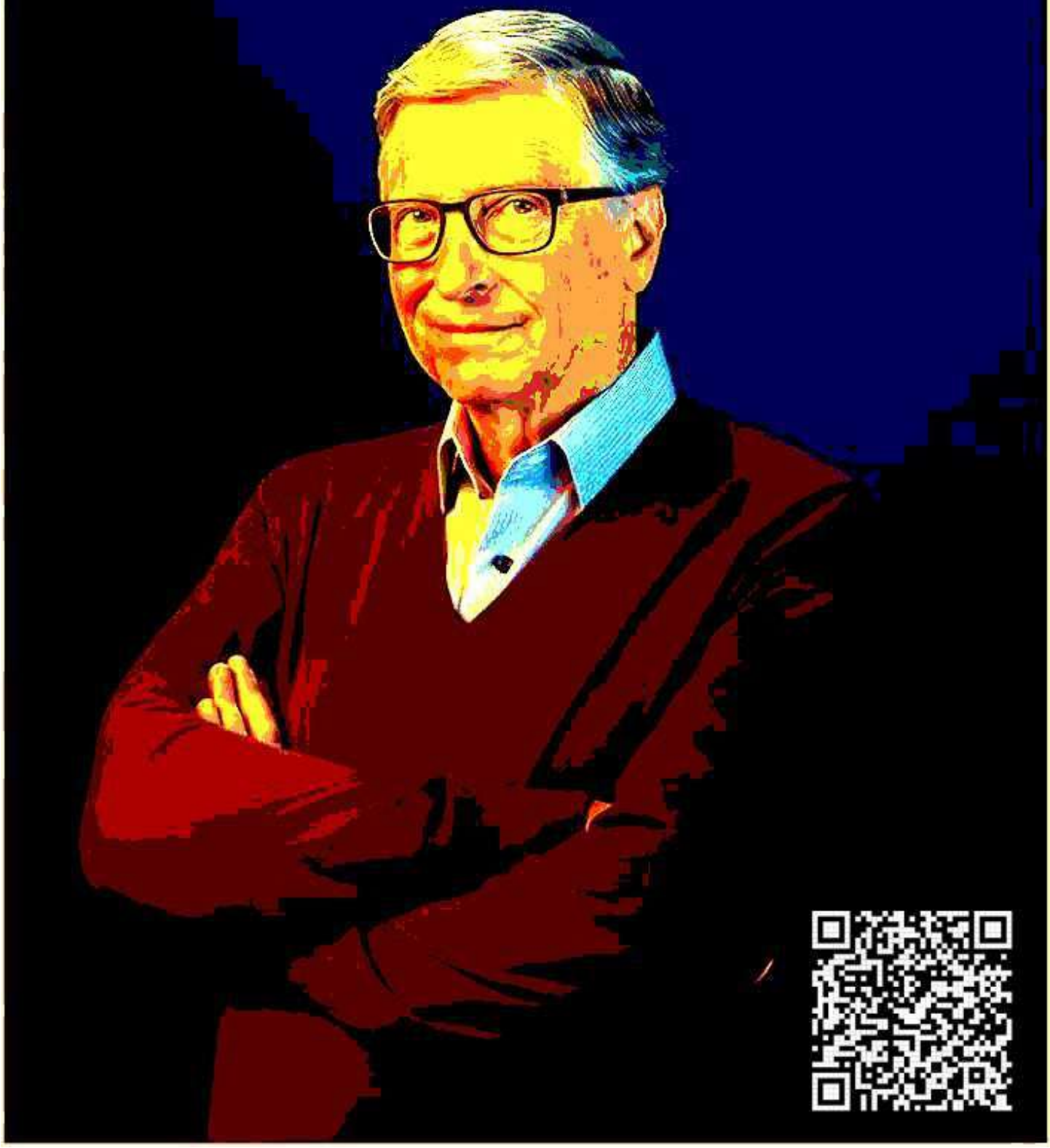
Very often dressed in uniform black like many germans : wants to be different but to fit in nevertheless.

Interests : C64, PC, Goth, music making, video games coding, code, party organizing. Social personality even if he said the opposite.

Constant thoughts / Paradigm : Am I a Nazi ? Will they love me ? Those ‘normal’guys bore me to death.
REALITY : he is not a Nazi. He just need to get his facts straight and do proper research by experiencing things first hand, reading independent books and thinkers see refs. Broaden your perspective. It’s all about the JOYSTICK.

SEE NEXT PAGE

WHO HAS THE BIGGEST JOYSTICK, TAMMO?

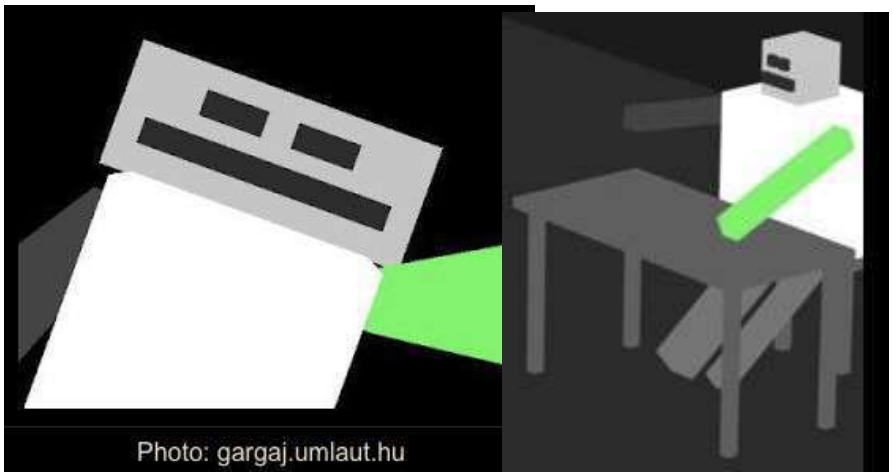


2- Gargaj /Gergely Szelei = Mr No Life
https://www.pouet.net/user.php?who=1007

3- Ideas : a true technocrat, bureaucrat
Quotes : «*My name is Gargaj, and I've been sitting in front of the computer pretty much my entire life, and occasionally some of the things I do with it surprise me* »

I'm just a tiny sound-emissive code automaton from the brighter side of Eastern Europe. I was determined to live up to whatever the standard was at the time. I was in such a machine-like state getting all the pieces to fit

Feelings : Fear of inadequacy, suffer from a complex of inferiority, wants to be fitting the top level and follow the 'tradition'



Self ID :

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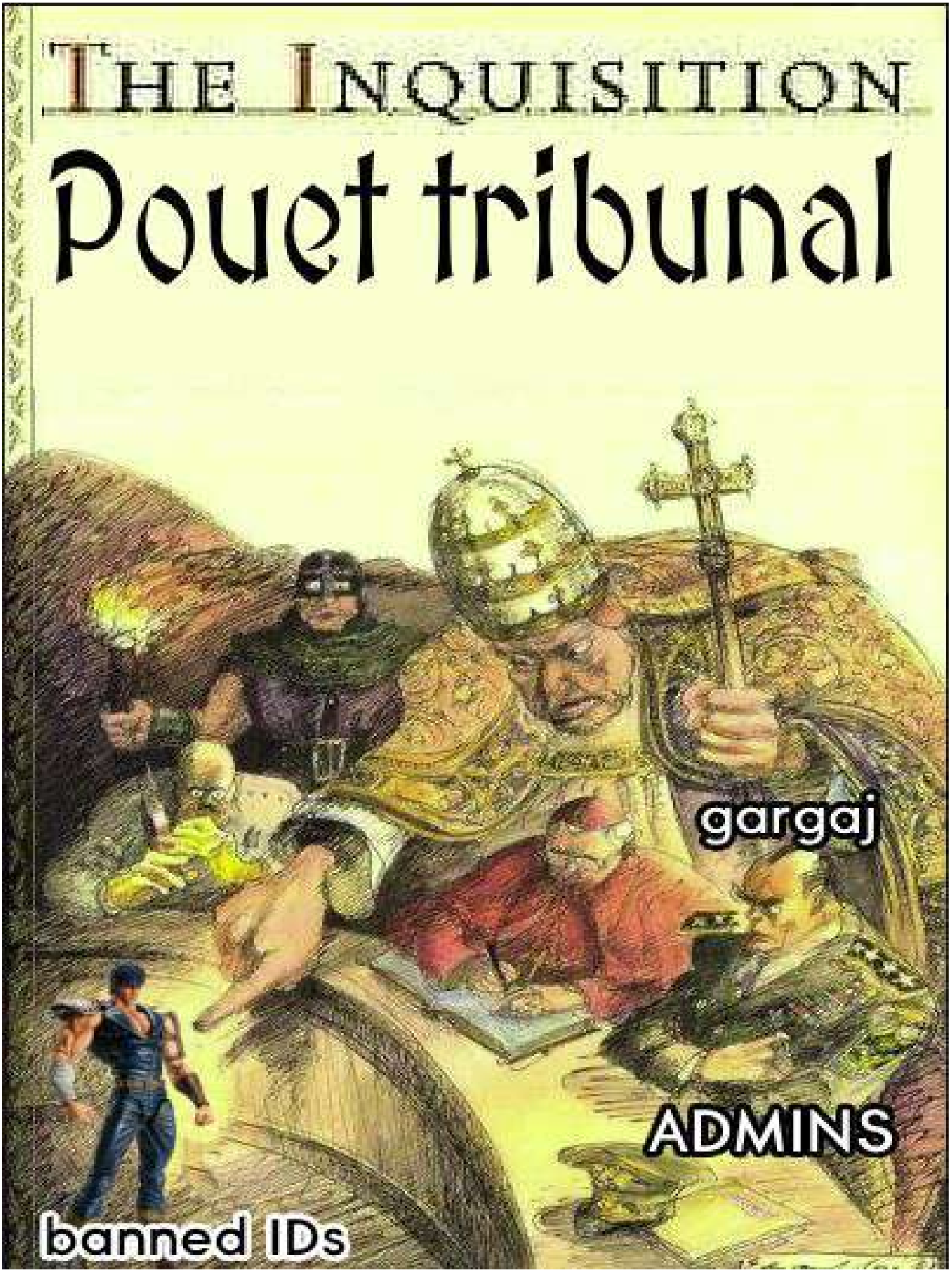
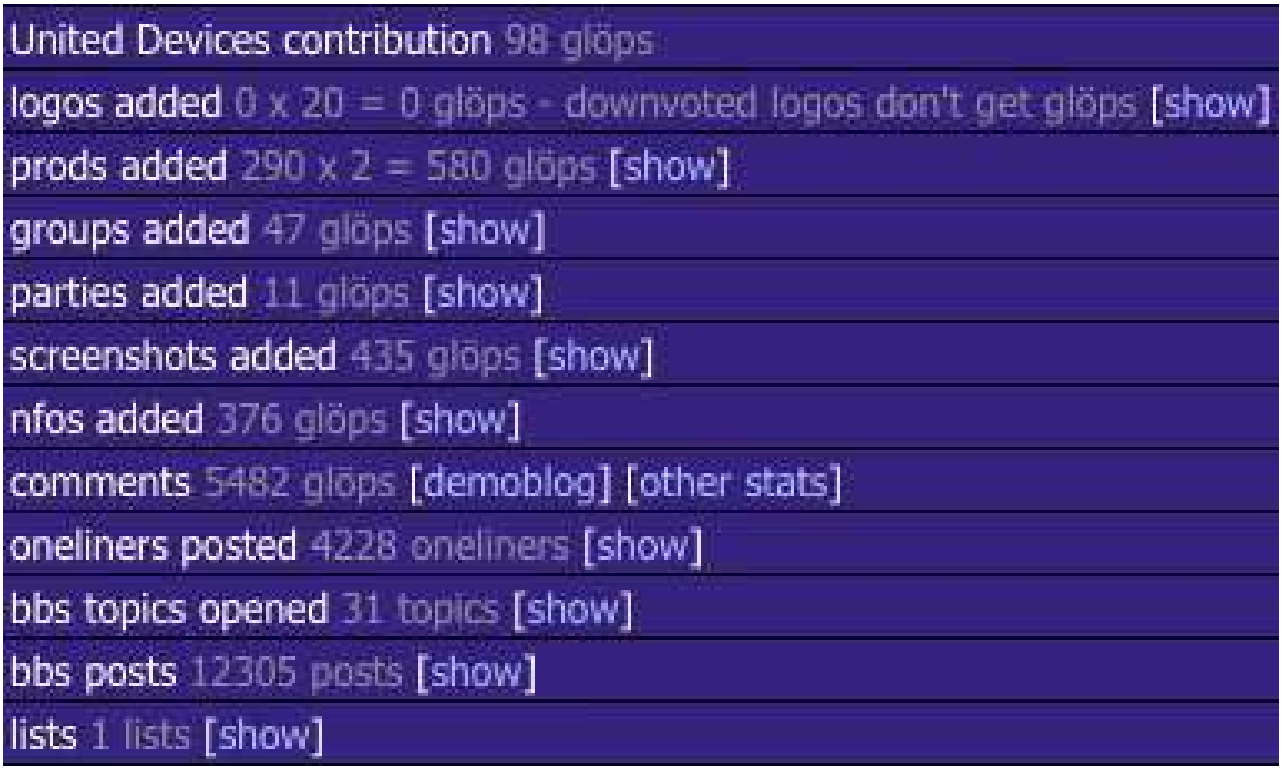


To be fair with all the mad activities on pouet, there couldn't be too many other options but look on the pouet section below for ideas.

Interests : coding, control, leader of the Inquisition on pouet. He is the controller in the mind hive pouet through censorship.

REALITY :


United Devices contribution 98 glöps
logos added 0 x 20 = 0 glöps - downvoted logos don't get glöps [show]
prods added 290 x 2 = 580 glöps [show]
groups added 47 glöps [show]
parties added 11 glöps [show]
screenshots added 435 glöps [show]
nfos added 376 glöps [show]
comments 5482 glöps [demoblog] [other stats]
oneliners posted 4228 oneliners [show]
bbs topics opened 31 topics [show]
bbs posts 12305 posts [show]
lists 1 lists [show]

Busy bureaucrats posting and administering the thoughts of people all the time.

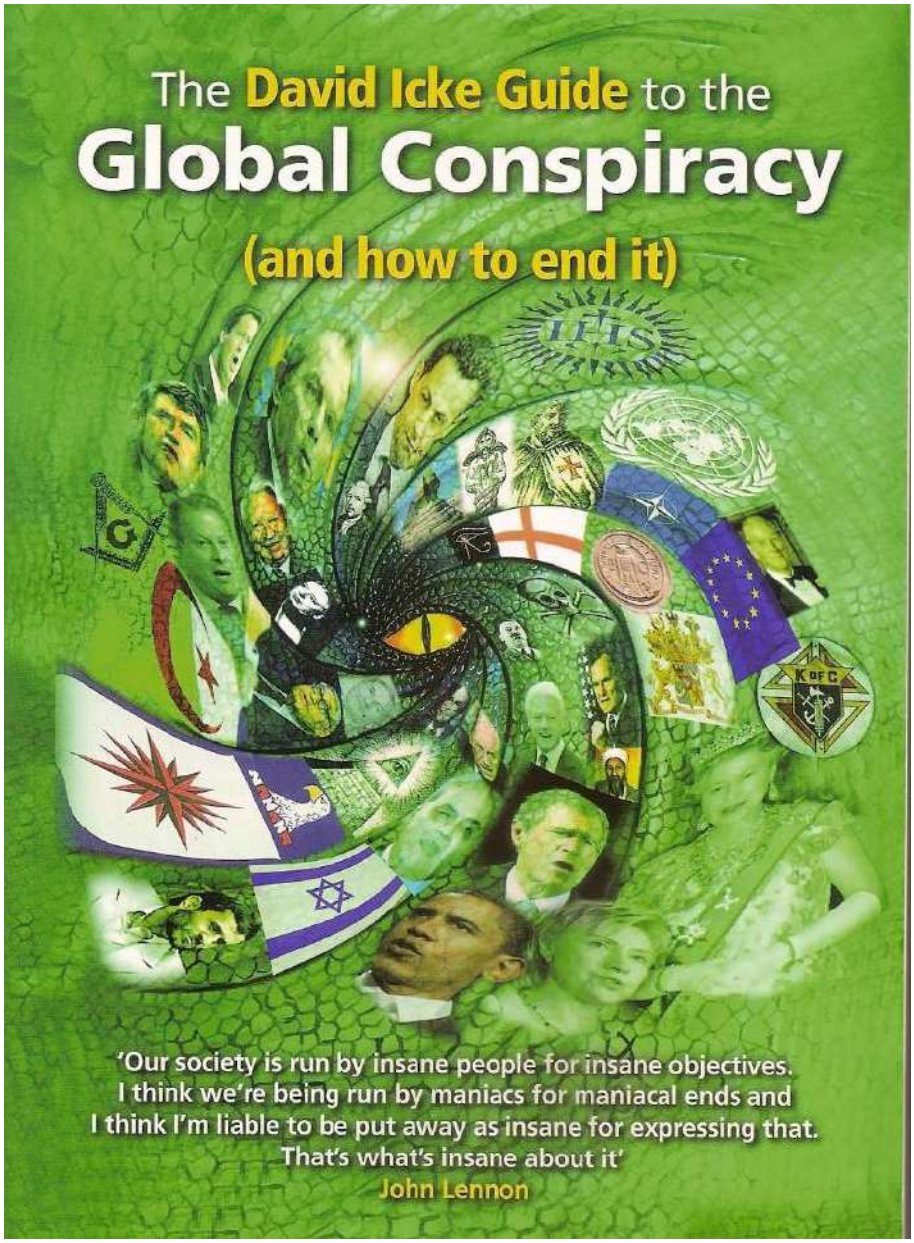
Don’t question anything. Live in a comfort zone of certainty : everything is alright as I’m getting high rankings. Should buy a watch and compute all the time he has invested in the scene and for what outcome. Live in a bubble.

Don’t like people who don’t value his inhumane toil : he has invested thousands hours of his life on Pouet, banning 400 logins, posted 12 305 times, classified 89 % of the BBS threads as residue / useless, coded many demos, organized parties.

AND changed many features of pouet to keep the mad house manageable but well it’s not : you can’t change people Nature especially when you’ve taken over a mad house by design and the ‘community’ has bats in the belfry…

Don’t like when he stumbles upon a tough opponent who don’t believe a second in his « I’m an elite guy ». Because nobody cares : there is so many digital distraction today that one fitting 4K or 64K is not a differenciator. People are interested by emotions, truth, beauty and lots of vanity not computer technical feats moreover when it’s for the sake of showing off. Technics is there to serve humanity not humans to serve technocracy through machines obedience.

Should get a life. Run in loop and try to be everywhere for everybody on every front at any hour. Lack self respect and thus herodes his humanity by behaving like a robot. Looks like a huge eagle in a cage as seen on Budapest zoo. Should push some serious weight at The Hammer of Thor and get some relaxing baths while asking him this question « Who are the Romans of Today ? How do they rule Europeans now ?» see book


The David Icke Guide to the
Global Conspiracy
(and how to end it)
'Our society is run by insane people for insane objectives.
I think we're being run by maniacs for maniacal ends and
I think I'm liable to be put away as insane for expressing that.
That's what's insane about it'
John Lennon

4- Unlock / Andry Joos
Ideas : Pain. Life can be different.
Quotes : *We have a rule within Pain that to get published we have all Pain editors to agree on. Life can be different.*
Feelings : happy
Self ID :

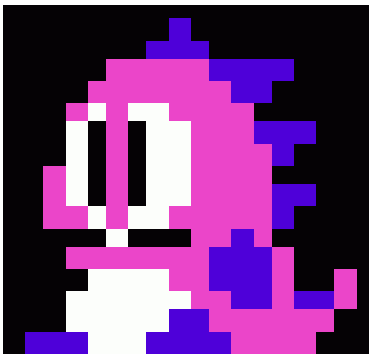
Interests : AI, Finland, Maps, real time
REALITY : Hide info to his readership. Either don't read thoroughly what he published or has an agenda. Hide behind clearly unfair rules to keep not publishing counter facts by not checking his own editors. Enable lenino marxist propaganda made of bold lies, to be published in his mag called Pain. A very odd name for a diskmag : think about looking at this name for years while getting articles edited.

When you terminate somebody ability to express himself due to ‘competition’ spirit, politics, or push them out, this creates a toxic demoscene environment. Remember this: people will move on. They will find what’s really going on and thrive exposing it. And the scene will never forget how you treated them—how you humiliated, and misunderstood them because your EGO stopped you from communicating with empathy.

The power of your position shouldn’t come at the cost of someone's dignity. This demonstration is there to bring an end to all pain by exposing all the root causes and make people realised the Unlock’s ‘life can be different’ is just mojo to hide a new world based on electronic slavery = technocracy turning people into robots.

How to bypass the technocracy world Andry Joos is promoting probably unwillingly: unplug and think by yourself, depend on yourself not on technology like far away servers, AI, ...

5- Analog / Laurent Raufaste
Ideas : pouet / virtual communities
Quotes : *You're not very important. Thanks to remove pouet from your bookmarks. Un con de plus. Take your vaccines. Database is my cocaine.* Feelings : arrogance, proudness
Self ID :



Interests : web, devops, database, women, sex
REALITY : Pouet is an odd creation as it creates a very strange mindset and 'community' not like what was the demoscene which is rather design, technical and maths oriented. It looks like a reflection of a consumerist society, not a creative one.

Messages :

French : Je n'ai jamais participé physiquement à une démoscene comme celle que j'ai vu sur pouet, slengpung et ailleurs en ligne depuis 2004 d'où de très nombreux désaccords. Pour moi la démoscène était le moyen de rentrer en communication en tête à tête avec des esprits férus de maths et de sciences physiques ou autres appliquées ainsi que des graphistes et musiciens.

Et je n'ai jamais vu une telle foule ayant si peu d'esprit de réflexion : quand se posent ils des questions ? Sont ils vivants ? Je ne vois que des clones sans aucun esprit sur pouet.

On dirait des enfants en bas âge mais ils avaient déjà la vingtaine ou la trentaine en 2004. 89 % des threads sont classés residue, et le problème c'est la 'communauté', il apparaît qu'elle

est extrémement basée sur le consumérisme, le jugement, pas vraiment la compréhension, ni la recherche, ni le questionnement.

Quand je regardais des démos j'étais avant tout intéressé par comment elles fonctionnaient et donc l'effet psychologique induit par cette compréhension. Ceci dit c'est vide et l'a toujours été car les démos sont quasi toutes construites sans jamais avoir défini de message à faire passer au préalable (10 sur les 33000+ qu'il y'a sur scene.org ont du sens). C'est du show sans scénario. Pas d'histoire, des émotions incontrolées et sans stimulus, *on dirait une sorte d'asile pour des gens qui veulent dire quelque chose mais n'ont pas de langage ni de vocabulaire pour.*

Il me semble que tu as crée un site qui déshonore et crée une scène bien différente de celle initiale où j'ai vécu (je viens de l'Atari ST, sur cette machine il y'a dans la culture un magazine clé qui est ST Mag où tout est très technique, qui nécessite une forte activité intellectuelle).

Pouet tombe donc effectivement dans le cadre des mesures actives décrit par Yuri Bezmenov donc conduit à un effondrement moral et la destruction de la société en détruisant tout ce qui fait qu'elle a de la valeur y compris l'humain, la morale, la vertue, l'intuition, l'imaginaire, les maths et la logique.

Pouet agi comme un amplificateur et une caisse de raisonnance : il multiplie la bétise. Bien évidement ce n'est peut être pas pouet le responsable : pouet est juste un reflet, un lieu où ce phénomène peut s'observer.

Il y’a probablement des différences d’âge, de cultures, de niveau de langage voir un choc des générations entre moi et les sceners actifs sur pouet et ailleurs, néanmoins la différence entre ce que j’ai vécu de 1992 à 2004 avec de nombreuses personnes dans la démoscène réelle en tête à tête et ce que j’ai vu en ligne sur pouet me démontre que le monde virtuel est factice, superficiel et vide de sens avec des êtres qui ont clairement perdus toute forme de morale. On dirait des androides cliqueurs…

Je t’ai demandé avec toutes les preuves administratives légales nécessaires ainsi qu’à tous les admins de tous les sites demoscene de supprimer mes comptes et enregistrements partout, via email, et courriers papiers, ce depuis 2004, à plusieurs reprises, sans jamais avoir de retour d’entre eux ce qui les met en violation du droit à l’oubli du RGPD et donc les condamnent à de fortes amendes.

ENGLISH : I've never physically participated in a demoscene like the one I've seen on pouet, slengpung and elsewhere online since 2004, hence the many, many disagreements. For me, the demoscene was a way of getting in touch with minds interested in maths, physics and other applied sciences + graphists and musicians.

And I've never seen such a crowd with so little thinking ability: when do they ask themselves questions? Are they alive? All I see are mindless clones on pouet. They look like infants, but they were already in their twenties or thirties in 2004. 89% of threads are classified residue, so there's a classification grid but the problem is the 'community', it appears to be extremely based on consumerism, judgment, not really understanding.

When I looked at demos, I was above all interested in how they worked and therefore the psychological effect induced by this understanding. That said, it's empty, and always has been, because demos are all constructed without ever having defined a message to get across beforehand (10 out of the 33,000+ on scene.org make sense). It's a show without a script. No story, uncontrolled emotions and no stimulus, *it's like a kind of asylum for people who want to say something but have no language nor vocabulary for it.*

It seems to me that you've created a site that dishonors and creates a scene quite different from the initial one I lived in (I come from the Atari ST, on this machine there's a key magazine about the culture which is ST Mag where everything is very technical, which requires strong intellectual activity). Pouet therefore falls within the framework of active measures described by Yuri Bezmenov, leading to moral collapse and the destruction of society by destroying everything that makes it valuable including humanity, morality, virtue, intuition, imagination, maths and logic.

Pouet acts as an amplifier and a sound box: it multiplies stupidity. Of course, it may not be Pouet that's responsible: Pouet is just a reflection, a place where this phenomenon can be observed.

There are probably differences in age, culture, language level and even generation gap between me and the active sceners on pouet and elsewhere, but the difference between what I experienced from 1992 to 2004 with many people in the real face-to-face demoscene and what I saw online on pouet shows me that the virtual world is fake, superficial and meaningless with beings who have clearly lost any form of morality. They're like clicking androids...

I have asked you with all legal papers and all the admins of all the demoscene sites to delete my accounts and records everywhere, via email, and postmail, this since 2004, without ever getting a reply from any of them which puts you and them in violation of the GDPR's right to be forgotten and therefore condemns you all to heavy fines.

SEE NEXT PAGE

6- Scamp / Simon Kissel

Ideas : everything is under control, Quotes :

everything is under control,

All my life I have been analysing myself, talking to myself, and trying to actively change myself. If you start as an autistic social phobia, this is simply necessary to find a good place in society. After the shareholder war was halfway over, it was time for intense self-criticism.

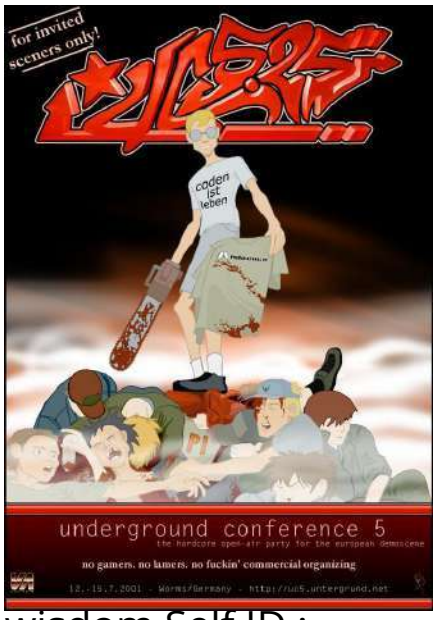
As in my school days, I did not pay enough attention to the feelings of my co-partners. If I had reacted less mercilessly, analytically and directly, many conflicts would have been significantly defused.

Perhaps even the escalation to a shareholder war could have been prevented somehow, apart from giving up the option of letting me and my friends and family destroy the company I had built up.

I realized that I could have a better life if I made fewer enemies by paying more attention to my business partners' sensitivities and that other people, unlike me, were not driven and controlled by logic.

Since then I have intensified my efforts to become a better and more socially responsible person. I begin to understand how other people work, what drives them. Instead of identifying weaknesses as I used to do in the past, I now take into account the vulnerabilities of other people.

Feelings : control, fear => recently more


for invited sceners only!
coden ist leben!
underground conference 5
the hardcore open-air party for the european demoscene
no gamers. no lamers. no fuckin' commercial organizing
12.-15.7.2001 - Worms/Germany - http://ug5.untergrund.net

wisdom Self ID :

Interests : electronics, networks, demoscene,

train REALITY :

Mr Kissel, the world is big and I know nothing about the PC Demoscene nor the demoscene (I watched maybe 200 demos out of the 33 000 available on pouet) and I don’t care.

All the issues which have occured through Hugi, Pouet, Pain, are due to massive culture shock between 2 countries which don’t know each other and have no interest in doing so : Germany and France.

As french culture have in general no interest in anything european, and prefer asian culture like Japan and South Korea, there is a complete misunderstanding between both Germany and France. Languages have nothing in common and very few french speaks any German nor any other language.

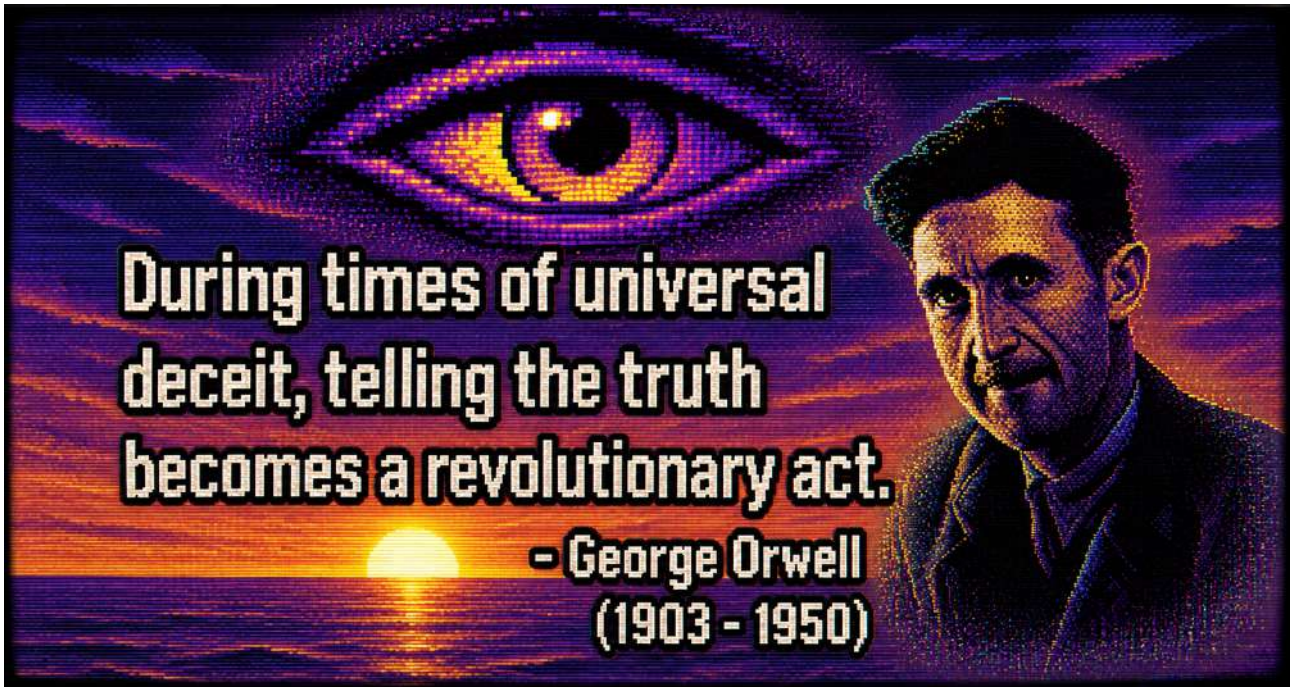
However the main issue is about value : pouet paradigm and vision, and same for scene.org is all about centralization of data and communication which is obviously a power grab and a removal of freedom of speech as the owners of those platforms have last say on what gets there or not.

I got to know the demoscene by individuals who have constantly kept their freedom from external influence : MJJ / Oxygen / Vital Motion / NGC, same for the Atari ST scene in general and I'll keep it that way. The future of freedom is that each group sets his own website and hosts his own prods there : this is quite cheap today and if they can't afford it that means they have bigger problems in life than making demos or at least they should IMHO.

Anyway demomaking has been from the start part of an eugenist plan by monopolizing time and mind of those who could change the world to keep the 'elite' at the helm. This is Sun Tzu art of war = perception deception.

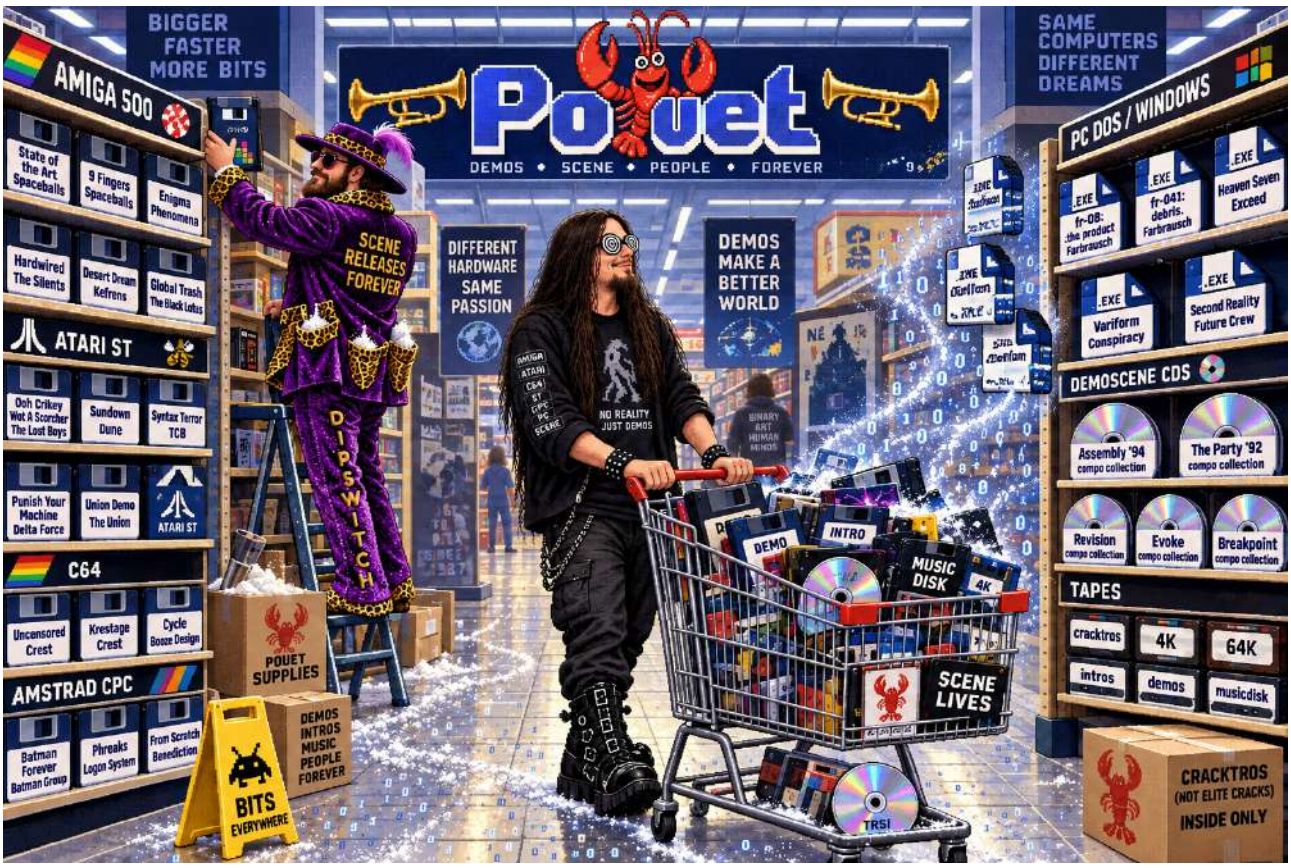
This is why computers have mushroomed everywhere starting the 80s with BASIC from Microsoft in most of them: to keep people busy running in circle producing nothing but infinite amount of noise information. This leads to a global mindset with a global vision, global goals, and Communism. That's what Bill Gates wants, same for Elon Musk, Bezos, Zuckerberg, ... And central bankers, see ECB / FED and the Sabbatean-Frankists Cult, Archons.

The solution to all this Communist / Socialist / Transhumanist / Technocratic take over is a complete shift in mindset, see Markus Rothkrantz, Bob Proctor, Tony Robbins, David Icke, Osho, Shadguru, Thich Nhat Hanh, … And for that, non censorship must exist so decentralization all the way = no socialism = life outside the screen = escape 1984.



What is pouet.net ?

A centralized supermarket to download demos from scene.org servers thus destroying the demoscene culture by putting the emphasis on consumerism instead of creation. Same for scene.org.



Do you feel the Anarchy and resistance vibe? Me neither!

If you take demos as art, there is no need of ranking, everybody has a personal feeling about a piece of art, no need to quantify it, and the authors don't need to know what you feel because it's your own business not theirs.

Thus the thumbs up, piggy and thumbs down is useless and in fact bad for artists.

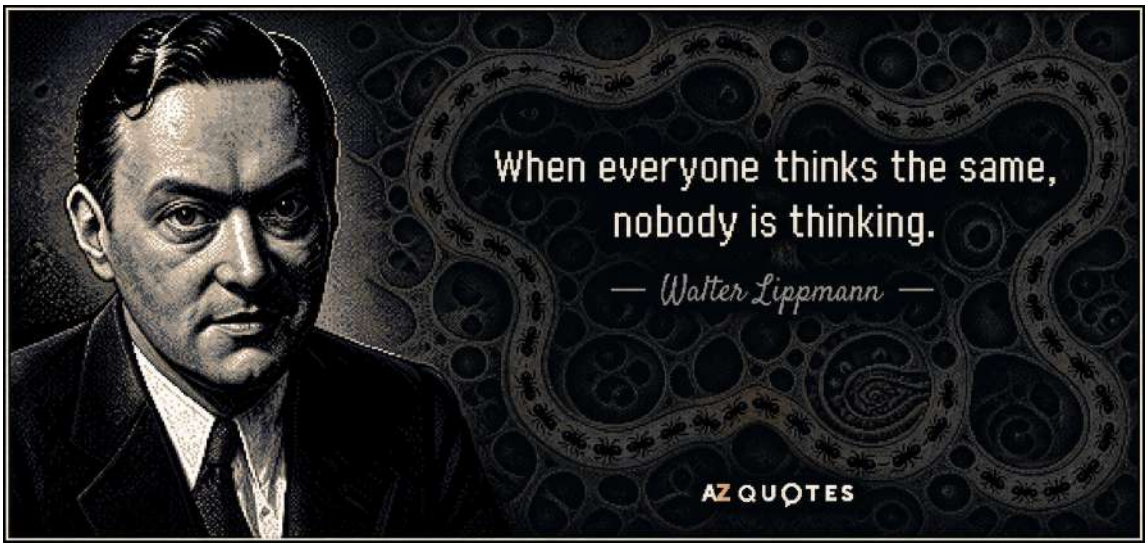
You don't vote in a museum nor an art expo.

This 'majority vote' is social control / dictatorship of the masses / popular context = collectivist mindset = sheep behavior and is clearly not wanted in a free artistic community.

But as demonstrated demos are not art : they are drugs to make your mind confused and being under TV hypnotic effect, at least the vast majority of them. They are also designed to make their audience stupid by subverting their natural conditionning which lead them to protect their interest and replace it with a worship of meaningless industrial 'art' or technical clockwork, an industrial cult in essence = completely mainstream in industrialized countries where ersatz are everywhere to replace the good stuff made by humans with low quality mass produced stuff made by the industries.

The mere fact that everywhere I look at demoscene material whether it's code, demos, graphics or music and read : this is only possible Amiga (due to its hardware), or it's incredible on an Atari ST, ... is completely missing the point: art or engineering is not a question of hardware, it's a question of WHO made it, HOW they made it, not on which machine. And it has been made by an human being or a Team, a Group.

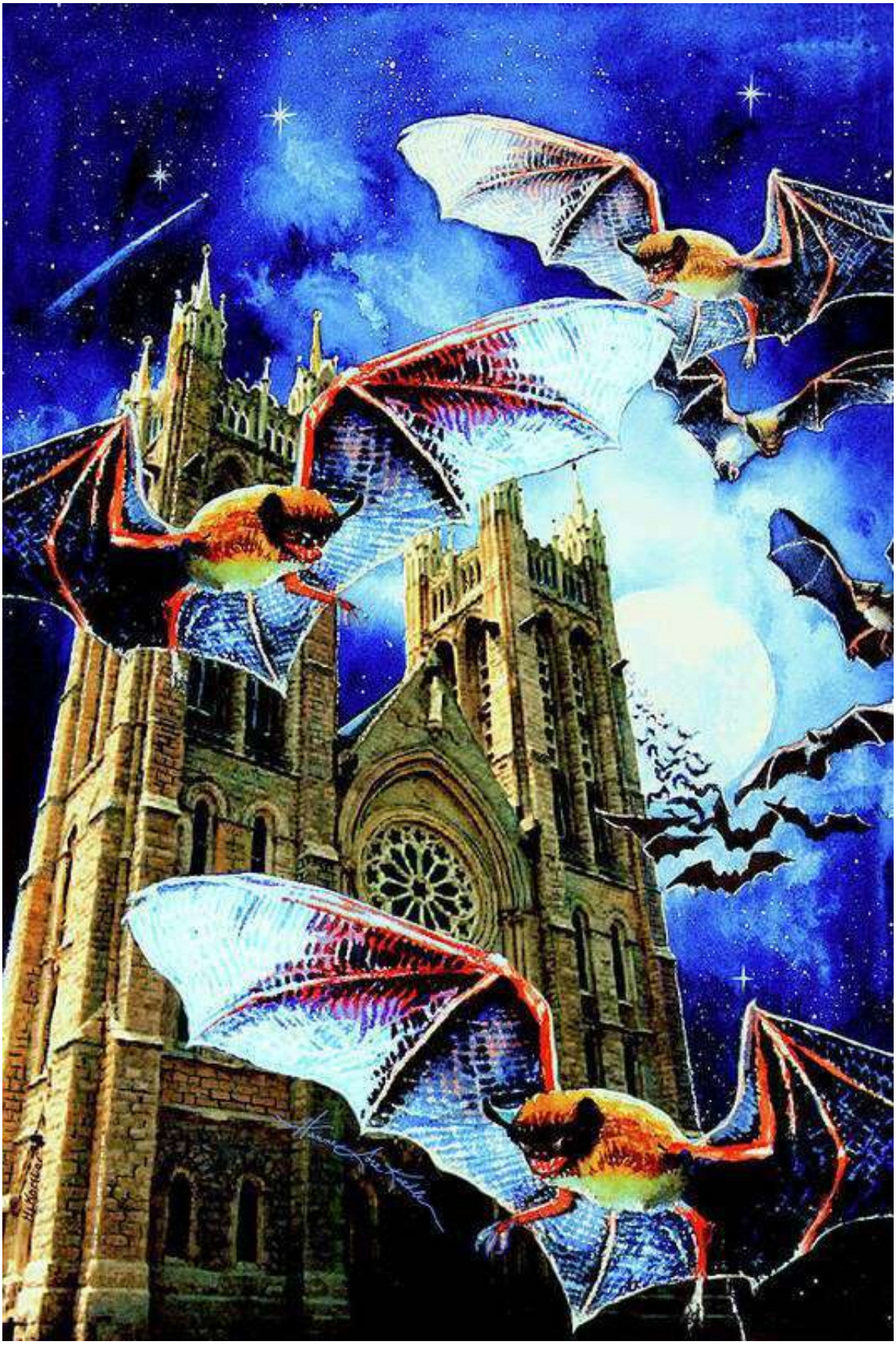
Thus the demoscene is a community of humans, and thus of spirits. And those spirits must awaken from their trance FAST.



AI Generated using RA pictures as template

The BBS is a mind hive, a Panopticon through logs and post history, with various psychologic conditionning like glops and thumbs up and down as social credit system, with Herd mentality and groupthink due to the general mindset of people there which is clearly mental.

The ‘community’ mainly follows the mental habits of Germans because it’s the main culture in term of numbers there. See refs and slengpung



Pouet ‘community’ has bats in the belfry : a cathedral of realtime religion priests, full of madmen...

The difference between pouet era and the swapper era is huge. It's simple, let's use a nowadays (2026) comparison : when you want to buy a vinyl disk, you've 2 options :

1 You go to discogs and you've plenty but you can't touch them, browse through them physically and you don't know what they are, nobody to talk about face to face, there is no connexion.

2 You go through a brick and mortar record dealer, you can try the record, to ear if you like it or not, you can browse through genres and groups, you see the covers, you can discuss with people face to face and get realtime hints or advice even ideas of other places to go to get whatever music you can think of and don't have access here, you have an experience and you can discuss with the owner. This is networking and having a social life.

When you go through a swapper proxy, you've a guy or a girl which has a list of all the games, tools and all the demos he / she has. It's a selection. And life is based on a few laws, called the laws of the universe see refs. Among them there is the law of resonance.

And in life you get in contact with people you're in resonance with. Thus you stumble on the swappers which have something in common with you, and what they have in common is that they have common taste and you share information with them about many topics related or not with demos / games / etc...

Thus instead of trying the hard way the thousands demos online, you know you will have high probability to get something you like because the swappers and contact you have are those who have the same feelings or similar as you. It doesn't work sometimes but it works pretty well most of the time like 99 %.

Another thing is context : when you go through a swapper, you get all the productions of a party, the prods appear in the context of an event, that brings meaning.

Whereas online they seems very isolated because you download each individually as it’s done on pouet. The time context is completely lost.

AND you meet them at their house very often: that's at least how I did it, and this is through all those connexions that I kept liking the demoscene for so long.

The pouet problem is the internet ‘communities’ problem :
No sociability, minds living in bubbles.

You see the Internet has been build by DARPA and it has been well thought for various goals. One is population reduction and for that reducing sexual intercourse is a must. ISOLATION is the name of the game for Eugenist folks: you don’t mate when you are isolated and the whole ‘society’ with all the bureaucratic and technological layers is about ISOLATION.

What Internet ‘communities’ / social media do ?

They isolate, keep people far away and far apart from each others physically. ‘Communicating’ through the proxy of a screen and keyboard keeps people separated, they each live in their small bubble / silo not seeing each others in the same space. So they don’t meet and don’t mate.

Another goal of the Internet is CLASSIFICATION, profiling and tracing of the population. Check MAO cultural revolution as a clue about the Internet: a tool to classify people before Communism take over. That’s why everybody has logins and passwords pairs and many identifying processes in place to be sure we are dealing with a specific individual : 2FA, face scan, one time password sent to email, tokens, and tracing through cookies, codes, browser fingerprinting, IP address and so on… This way the autorities have a file on everybody activities online.

All that is by design and is not a problem for the autorities : it's what they have always wanted from the get go.

So in my time I met people interested by the scene face to face at their house / accomodation, I thus met new people, had social interactions and real exchange. It was more than just copying disks or watching demos. Same for gaming. It wasn't LAN, it was playing with them in the same room, it was sharing laughter and experience like a parlour game.

There was an exchange of visions, of thoughts, of information, of ideas and of dreams: discussion. It was not just about the demoscene, it was friendship.

Now let’s talk about games:

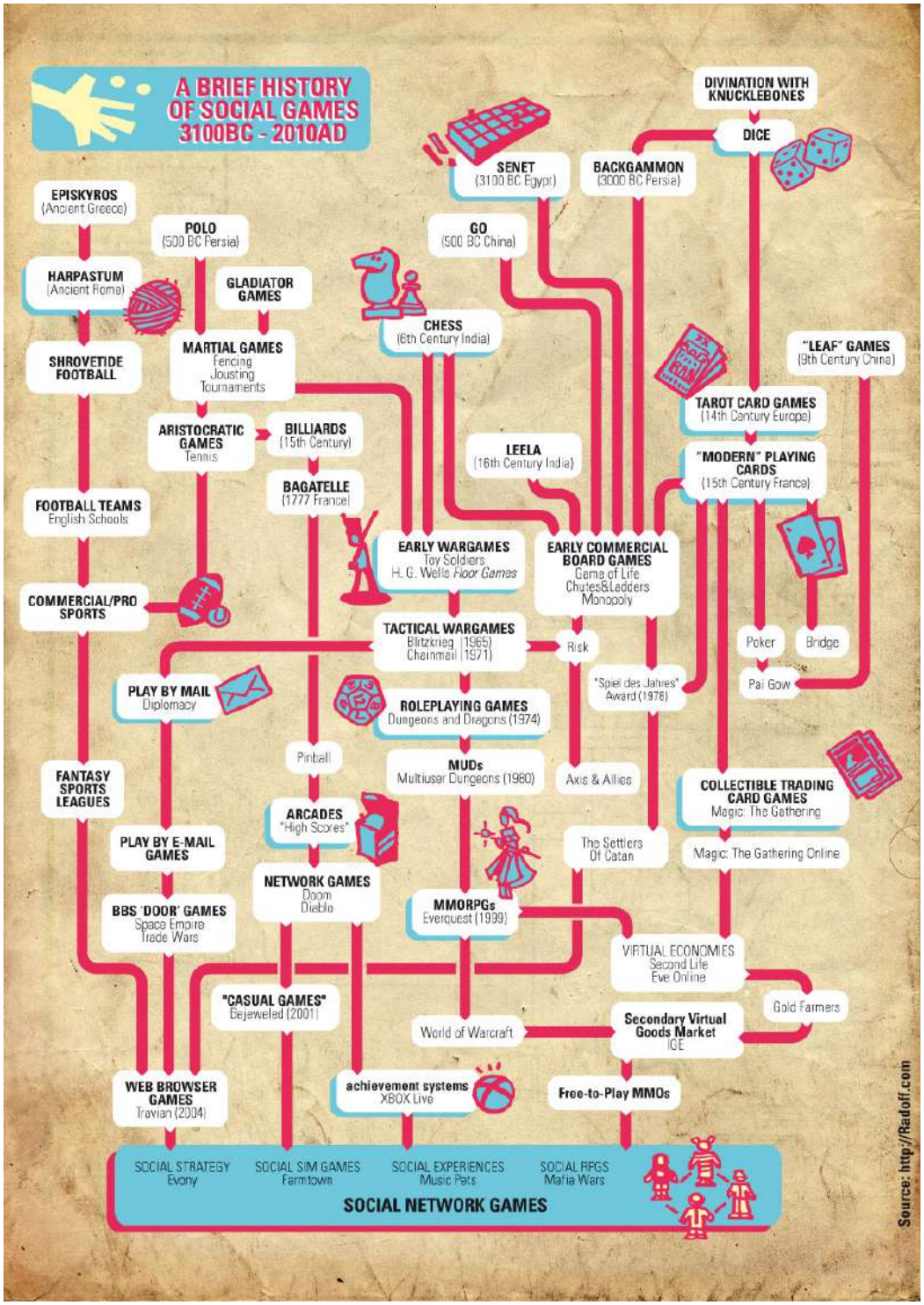
Why all those 'sceners' have not turn millionaires yet?

Because they focus on technical frills, bells and whistle.

FACT : gamers don't give a fuck about that.
Gamers are not interested by your technical skills.
Nor by the EGO of developpers.

You see games have been around for at least 5000 years :

*



*Chessboards have been in various looks that didn't make the game better or worse

*See poker, you play it with a regular card deck.

*See monopoly: 5 colors and just text and pawns.

Video Games:

*See lemmings, way below average graphics, small sprites, ridiculous and funny music, jerky scrolling, but good ergonomy = exceptional control, funny game and 20 millions sales.

*See the most sold games on the Amiga: lemmings, Sensible soccer, Cannon Fodder, all games with very small sprites and way below any technical metrics for graphics, music, code.

No players have complained to get better graphics, sound, 50 fps, or whatever: they don't care, they have fun. The fun don't come from the technical specs.

*Same with Tetris, Minecraft, Angry birds, flappy bird, snake, papers please, among us, dwarf fortress, goal, kick off, sensible soccer, syndicate, ...

*See Scrabbles, etc...

What makes games attractive is the **GAMEPLAY.** This comes from sociability, the set of rules and the clarity of the playfield, goal, the challenge and the emotions created. Games are about creating a link between people. Games are also about CONTROL: on computers / consoles this comes from the Human Machine Interface / controls.

There is a big trend in the video gaming industry since the PC from 1993 which is about getting BIG games with lots of GB of ressources / graphics + music + huge worlds. The American way...

So you have obese games which are GB filled with assets, you have a BIG team of hundreds artists and coders, and managers and ... You have a BIG advertising budget.

BUT where is the fun in all those heavy games?

Do you really need in 2026 a video gaming machine which is 32 000 times faster than a C64 / Amstrad CPC in the 80s to get the very same amount of emotion / fun? That would be the equivalent to go from a car driving at 130 Km/H to a flying saucer flying at 7 times the speed of light for the same distance traveling !!!

Who benefits?
The hardware industry and those who built the software to use it.

Who loose? Gamers and creatives because instead of having real social interaction and fun like with a traditional parlour game they got lots of useless technical frills and very artificial gameplay while complete frustration at each turn a technical issue occurs which is often. The aim of those games is again communism / socialism by turning players into conforming pawns following dumbing down rules.

And nowadays 'games' don't make that much money compared to the 80s: you see a team of 3 people, a coder, a graphist and a musician spending 6 months making a 8/16 bits game paid let’s say 3000 EUR each net per month, will cost far less and work with far less complexity than a 1000 people team scattered in various offices over the world for years producing 1 game (ex Fortnite).

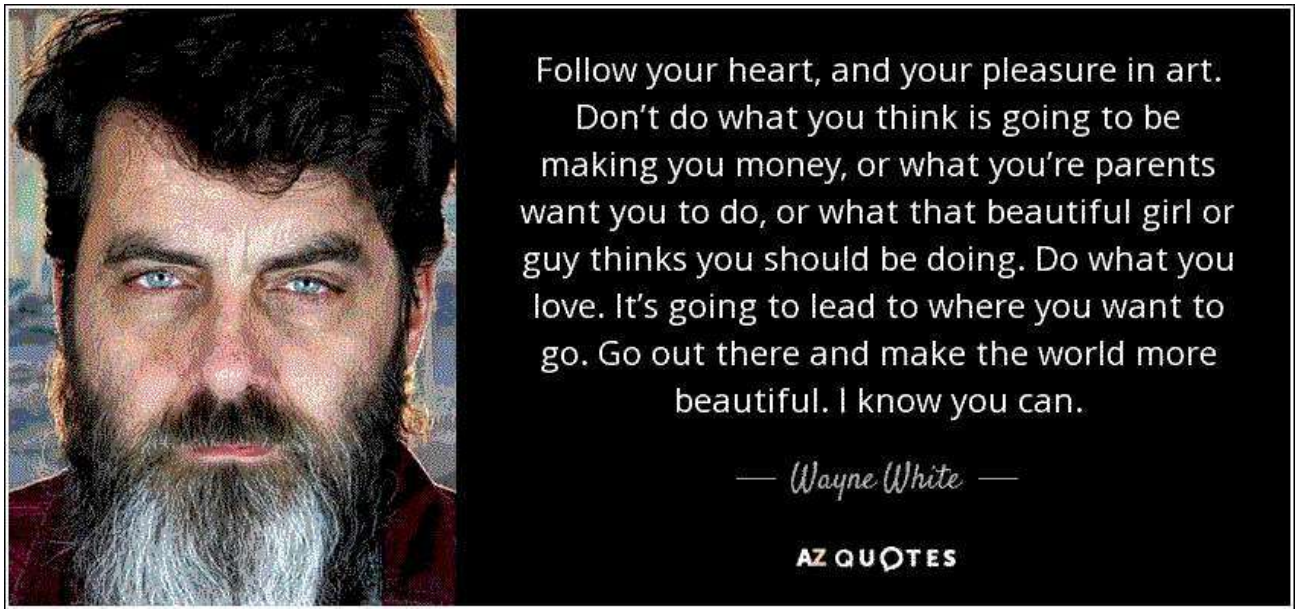
Also the combined decisions of just 3 artists involved will show their personality in the design, which is what gamers crave. They crave games which are like books : written by one guy or girl with the same mindset and his personality within the artwork, team who actually control everything they work on.

Whereas a 1000 people team with top managers giving the go, will come to a very uniform making process and end result : a lidl / aldi / kinder product... Industrial! This point has been done by nobody else that Dino Dini the maker of Goal / Kick Off.

So why those 'sceners' spend their time in a very shallow competition about useless aims like demos?

Because they look for love, love from their fellows who are as lost as them. They live in fear and thus compliance.
Thus they behave like a herd, trying to hide their inner insecurity behind some technical feat nobody cares.

They have not realized true love don't come from the look others have of them. True love comes from yourself: nobody will love you but you.


Follow your heart, and your pleasure in art. Don't do what you think is going to be making you money, or what you're parents want you to do, or what that beautiful girl or guy thinks you should be doing. Do what you love. It's going to lead to where you want to go. Go out there and make the world more beautiful. I know you can.
— Wayne White —
AZ QUOTES

Demomakers would benefit drastically in having a grid for their art so they can convey a message correctly :

GOAL = What's you goal with this demo / piece of art ?
START = Where are you at this stage of your demomaking / artwork = What do you know and what you don't?
What is blocking you?
DESTINATION = Where are you going with this demo / artwork? Where will you be when it's released? What it will bring you?
MESSAGE = What message do you want to convey ?
EMOTION = What emotion do you want the audience to feel?
STORY = In a full production (story) what this piece brings to the full story ? exposition, conflict, rising action, climax, falling action, and resolution.

Fill the grid before making the demo / art then get on the production. It'll be a hell better that way because you'll know what you want to achieve. Whether you get a prize or not at the next party will not matter the least then. You'll be more interesting by being on your own, independent.

THIS IS SOMETHING I FELT AFTER BEING AT 3 PARTIES WITH OXYGENE WINNING EACH: I FELT THEY WEREN'T REALLY INTERESTED BY THE OUTCOME, THEY HAD A CLEAR PLAN FOR THEIR FUTURE, DEMOMAKING WAS JUST A STEP, A SPRINGBOARD.

Who the demoscene training farm scam targets?

Technical minded people.

How is the targeting done?

By bringing lots of technological toys stimulating the technical mind of the victim. This is the computer hardware arm race and long list of frameworks and APIs.

All in virtue of the engineered obsolescence thus keeping the techies into the rat race. It's all about the GEEK stereotype which is a marketing construct : a self ID made through psychographics, and avatar creation, like theater character design.

Why technical minded people are targeted?

To shut down an economy such as Europe or the US, stopping technological evolution is paramount.

How to stop evolution ? By making people working in a looping environment, one where everything change in appearance but nothing change in the power relationship order. A rat wheel.

Who makes things evolving in society?

Artists: they feel what others don't and bring new images which set the VISION for the future. Societal dynamic: IDEAS of how to be together (or not). And those with enough know how technical skills because only them can make a society change through making IDEAS turnt into products or behavior.

The demoscene being part of the rat wheel the entertainment complex is, makes people running in loop.

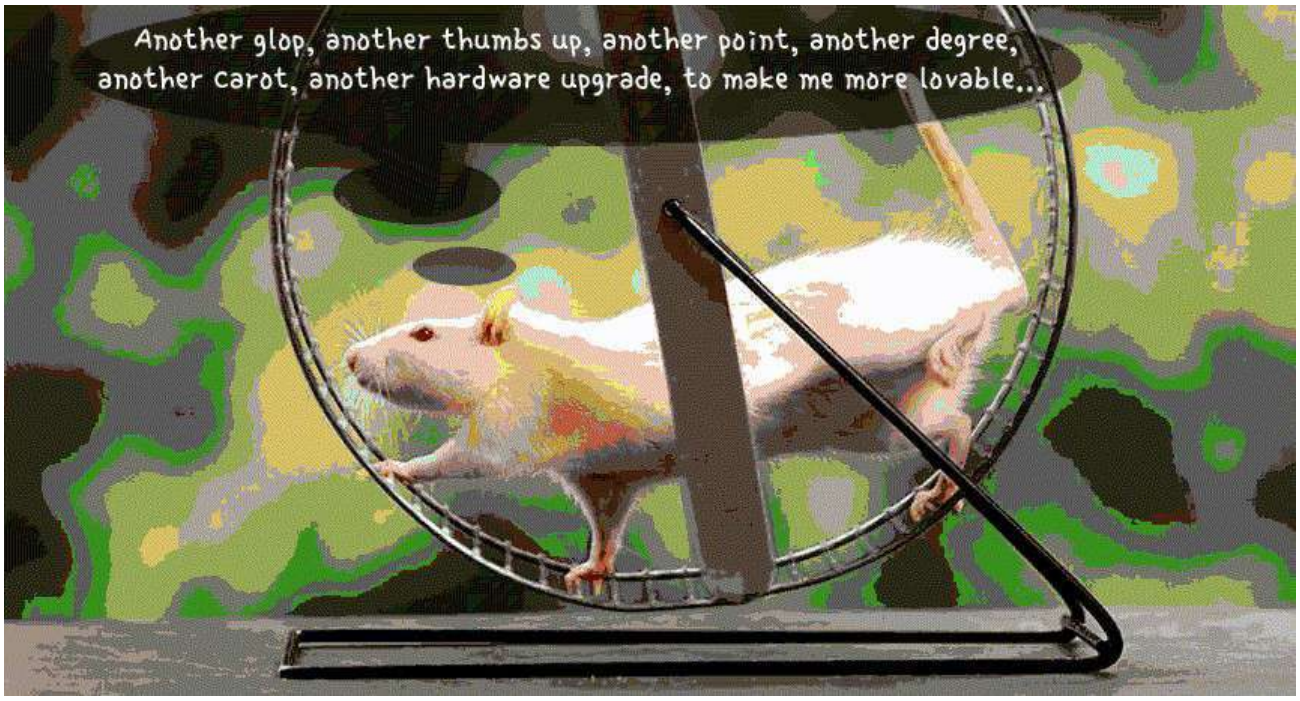
Thus prevent any real valuable evolution like local money, free energy, water recycling, permaculture food production, earthship buildings, fast, safe and economical transports, alternative medicine and free art. Free as freedom, artists like anybody else have to be paid.

The demoscene as a plant produces artists and coders who build games which are either entertaining or brainwash masses with beliefs and propaganda keeping masses in the rat wheel paradigm thus perpetuates the present situation thus profits to the oligarchs who pull the financial strings behind it.

The demoscene paradigm = sets of habits including beliefs, mindset, behaviours is a closed loop as it acts like a sect.

Those on top know it very well and this serves perfectly the gaming world: whether you are world champion or total newbie at minecraft / any other game, or ranking anywhere between those extremes don't change anything in the world = perpetuating the control loop.

Same for video gaming in general: video games are rat wheels.


Another glop, another thumbs up, another point, another degree,
another carot, another hardware upgrade, to make me more lovable...

Mass Entertainment = no focus = no evolution
= masses keep being childish
= the oligarchs stay in control.

What is the paradigm of the PC demoscene?

SCARCITY

1. there will be never enough
2. competition to stay on top
3. fears change = conformity
4. won't share knowledge
5. won't offer to help

Who benefits ? Not developpers, not gamers, not the world

Only Archons and parasites benefit by sucking negative energy = LOOSH.

Instead of SCARCITY the demoscene should
embrace ABUNDANCE:

1. There will always be more
2. **Collaborates** to stay on top
3. Embraces change
4. Shares knowledge freely
5. Generous with others

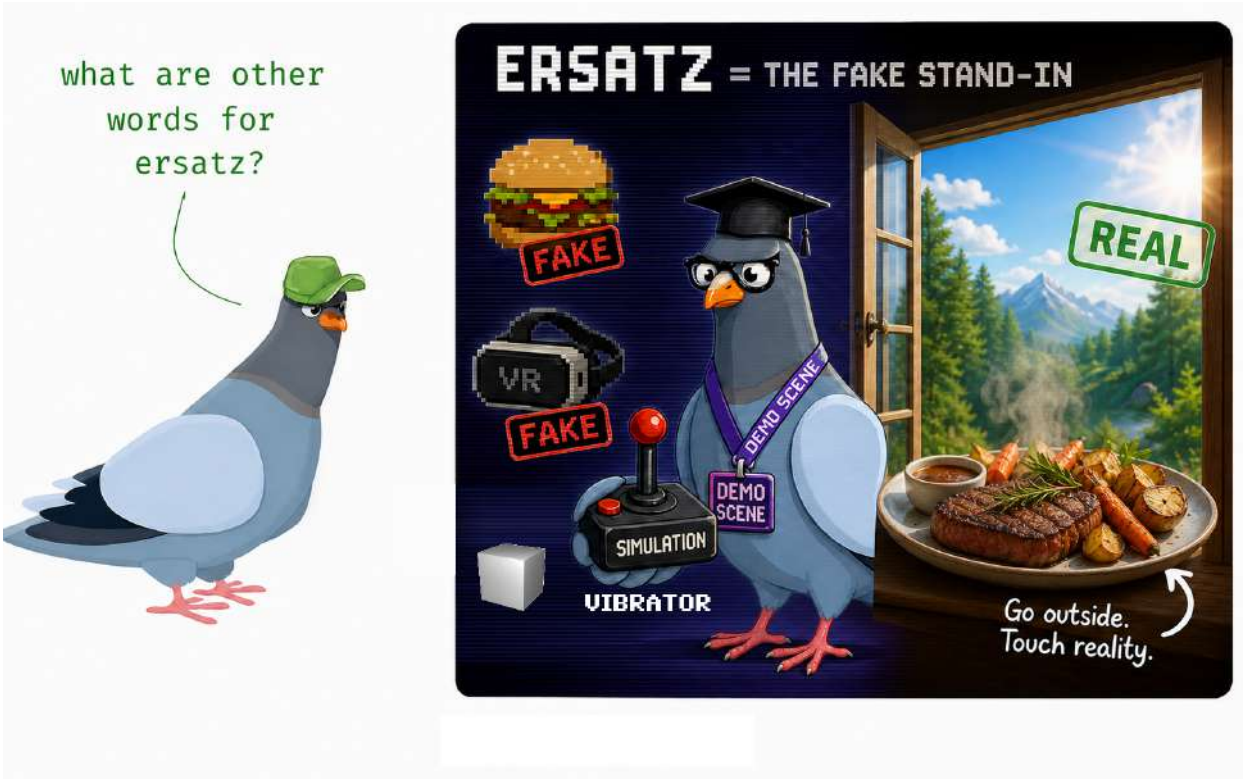
The fact is those who have made a name for themselves out of the demoscene have created new genre, something original. That's why the canned 'art' of 4K or similar is a no go: have you seen a painting movement saying now all paints are to be on a grain of rice canva?

Have you met any classical musician saying all music must last 3 mins exactly and containing x,y,z instruments only? Which are ugly sounding and provided by organisers at the last minute at odd hours in a noisy party place?

Creation is not an exercise in compliance with standards or masochism, it's about exploring the unknown and yourself. That's freedom. And you need to be self motivated : the competition is with yourself only.

What is the demoscene producing ?

Demo = Art Ersatz :



It’s all artificial, all synthetic, all imitation, all FAKE !!!

This prevents any social change = stagnation.
This is why the ideas, pictures, musics, art in the demoscene are always the same (on PC and since the arrival of 3D Wolfenstein): no imagination, no change, no intuition, nothing of value = pro communist. Because when what you have in your country you don’t love, you move to embrace the other country culture including political system = those of Russia or China = BIG TECH Technocracy

REALTIME: What is Real and what is Time ?

1/ What is Real?

The answer has 2 dimensions: the physical and the non physical.

In the non physical = invisible, reality is about energy, waves. It's also about power relationships like autority or freedom. Reality is based on emotions. Demos and Video Games create emotions which are used to control those who feel them.

This is the basis of Pavlovian conditionning and skinnerian conditioning.

Thoughts create emotions, emotions lead to actions, actions lead to results, results lead to new thoughts, and the cycle goes on.

And demos are an external stimulus which keep those sensitive to them addicted, same thing for video games. Thus demos and games act like a mind control program making people act like zombies and cyborgs see MK ULTRA. They turn people into androids : stimulus → reaction loop

To stop that program and addiction so become the true you, you can use any sport or physical exercise of high intensity who will feed you with natural and compatible physiological signals, your emotions and electric levels will be of way better shape.

Physiological needs are the basis of human needs see Maslow pyramid of needs.

However to reach the real you, which is disconnected from the outside world, you need to connect to your hearth, intuition, imagination through your spirit. Look inside, see David Icke, Bob Proctor, Shadguru, Osho, Thích Nhất Hạnh, ...

For social interaction needs, video games are an ersatz of parlour games and theater, voyaging, of whom they have removed all true social interactions and movements: video games are a simulation which is isolating, dividing. Thus having a real social life and in the now experience is the solution.

Of course feeding you with the right water, food and sleep will increase your chance to recover too, same with connecting with Nature by walking, and using earthing. Health is the ennemy of Socialism: to keep the sheeps in line better have them under drug / 'medicine' influence, that’s why the first step to Socialism is the take over of the health system to keep you sick, check | Rockfeller medicine / Flexner Report.

For those more inclined towards philosophy or science, Reality is based on waves as described in physics. We are waves like anything else, standing waves in a small part of the electromagnetic spectrum which is a jail in this simulated universe see Melvin Vopson, David Icke, Christopher Langan, cf refs

In the physical world = visible, the nowadays Russia former part of USSR and China are still applying Active Measures to the western world: they manipulate from far away using information aka the Computer paradigm.

Russia used fear of death through nuclear strikes threats for example and massive propaganda campaign on ‘social’ media.
China uses lots of propaganda like on tiktok.

And Globalist socialist technocrats in the US and Europe use mass media like TV and 'social' networks as propaganda machines and censorship tools like with 'Vaccines' during the plandemic times.

Computers are their toy (it’s TV 2.0 for the born in the 70s / 80s and after, the TV 3.0 is the smartphone for those born in the 90s / 2000s) and part of the titytainment and psychotronic war described by Zbigniew Brezensky in Between 2 ages.

At the same time the US, EU, China and Russia political leaders play the same game of dividing the attention of masses because they are part of a bigger theater owned by the same big families: they were all playing hand in hand during the Covid years: same vocabulary used everywhere, same sentences, same arguments = centralized propaganda. This was the case during WWII too: the division is part of the theater, it’s all fake, there is ONE world, the world of money = the world of Satanists.

TV is the idiot box, so are video games: idle masses seated in front of a screen hypnotizing with light and sounds doing nothing useful for their life and society being remotely and wirelessly programmed.

Reality for demomakers is that they spend their life / time in front of a screen which is a window to see reality in a distorted way. It's a limiting frame. And screens prevent to expand your consciousness to far more important facts and experience than the fake ersatz reality, games and demos are.

Demomaker reality is that their life and energy is stolen for nefarious purposes by Aliens called Archons living in invisible 4th dimension / Astro see David Icke books and videos and Gnostic / Nag Hammadi library .

2/ What is Time? What you do with your life.

What is Life? What you do with your Time.

Time is what you measure with a clock.
Time is the successive sequence of frames making your life.
Time is also money in capitalist countries.
Time is waiting for bureaucracy in socialist / communist countries.

If you spend 5 mins a day on demomaking / gaming,
that's 5*365=1825 mins / year
or 30 hours or 4 days of hollidays
(you sleep at night, you should
so a day is roughly 8 hours like a workday).
10 mins a day = 60 hours / year = 8 days hollidays.
1 hour a day = 365 hours / year = 45 days hollidays...

If not hollidays, that's time lost for socializing or doing something useful to either you or society.

The "real time" mystic is there to hide the Real Time spent by coders and artists in the digital world: stuck on a chair 8 hours / day for 365 days per year or more multiplied by decades that's thousands hours / year. Like bureaucrats. Same for Gamers.

Who cares about Real Time ? PONOR$

Real Time is 60 FPS or more to keep games being hypnotic loops.

Nobody cares about Real Time except BIG TECH who needs fast moving games to keep the masses entertained and dumb to consume their thumbs tweedling drug and keep people passive and sleepy : it’s all politic / power / control and have always be. Video Games are designed to ISOLATE people whereas Parlor games are designed to GATHER TOGETHER people and make them socialize.

New video games keep video gamers buying more and more 'powerful' hardware, in fact less and less efficient bringing nothing better than what was available before except more money to their stake holders and more power. All those iterations is all about training people to use more and more complex machines and becoming machine themselves.

And Video Games have become a one-armed bandit: stealing you money through never ending subscriptions + microtransaction, DLC, ...

GAMING = Another name for Drug addiction.

Meanwhile those thousands hours per year per person spent on brainwashing yourself lead the western society to collapse as designed: the western world produces less and less useful things with real intrinsic value like houses, real food, real furnitures, real art. Thus true value disappear and inflation goes north (price of gold is multiplied while worth of fiat money shrink to nothing).

This is the effect of ideological subversion in essence as explained by Yuri Bezmenov (former USSR journalist at Novosti).

Ideological subversion = a 4 stages plan to world domination:

1- **Demoralization** = preventing westerners to see what's good and what's bad for them, their family, their country.
LOGIC starts to disappear from masses mindset, words have no more meaning, many errors are made and spread by parrots / sheeps repeaters.

This is done via propaganda both in the mass media, in schools and obviously in video games and in demos. For example by pushing forward wars both in the news and in games as good, same for freedom reductions.

2- **Destabilisation** = when people don't do what's good for them they start to loose ground and balance, lots of social issues occur, the economy is going south.

3- **Crisis** = the country targeted suffer huge economic depression, food stop to be delivered, communications are not working well or at all. Life is a mess.

4- **Normalisation** = a new "normal" is put in place by FORCE with police and army in the street, police state controlling everything and everyone or AI can do it remotely too.

This cycle goes on and on toward the final destination: world human slavery with tons of robots and technology to hide it behind the word ‘Progress’...

In this scheme Communist China is there to mass produce the hypnotic devices everybody use called computers, console, smartphones, tablets, screens, smartwatch, iOT, IT technology.

The IT of moguls from BIG TECH of the Silicon Valley who work in fact for BlackRock and Vanguard who is working for Rothschilds and other BIG MONEY players.

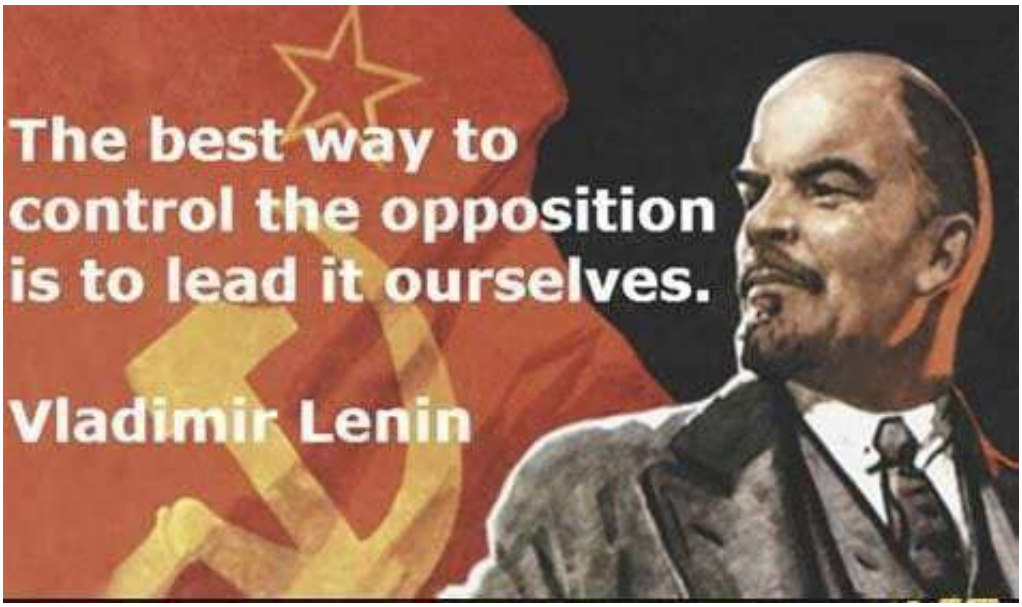
Those computer devices make people all the same because their behaviour is all the same everywhere (clicking, taping, swiping, dialing = bureaucrat typing at a typewriter) and it's passivity because watching a screen turn you passive:

You can't be active by watching a screen except producing an artefact shown itself on the screen which will turn their consumers passive so it's a loop trap.
Those devices makes people standing or kept seated or still: ideal for a tyrant to have masses immobile. This started with TV and in fact with the most popular book ever = the Bible.

Thus it comes to mind that Socialism is just another trick in the bag of the super wealthy to create a controlled opposition to the central bankers who rule the game behind the veil of democracy / republic... They have created all systems to serve them and work everywhere creating marketing to divide and conquer = politics.

SEE NEXT PAGE

They even show in your face, how they manipulate all ‘parties :



The best way to control the opposition is to lead it ourselves.” ~ Vladimir Lenin

And to understand that, **the most important video of your life is Yuri Bezmenov Ideological Subversion.** It gives in the clear what's marxism leninism socialism and how it works in practice from the view of a former KGB agent involved in subversion = turning the ennemy of socialist countries into socialism followers. Which is what Europe and the US are today.

Art is part of this strategy: this leads us to the Gleb lie about the supposed low bytes demo artistic and cultural 'difference' like 4K: this is perception deception and framing the thoughts and behavior of coders using stupid rules and goals, thus limiting their view range to a narrow perception and creativity. AND making them obedient to authority whatever the orders say.

The main point is that Demoscene art is either meaningless when abstract or dreamy when heroic fantasy or pro technocracy with robots or pro war when showing weapons. And it’s stupidity in its formats : non interactive real time, what a bunch of bollocks. It’s all an ersatz of the traditional real stuff.

Who cares about small size demos as for decades since the 80s the storage medias have grown exponentially? It was already way over 100KB on tape !!! Was the demoscene not supposed to push the hardware over its limits?

In the years 1985-1993, I have used tapes and floppy disks on Thomson MO-TO, Amstrad CPC, C64, IBM PC holding hundreds of KB. Like anybody else at that time.

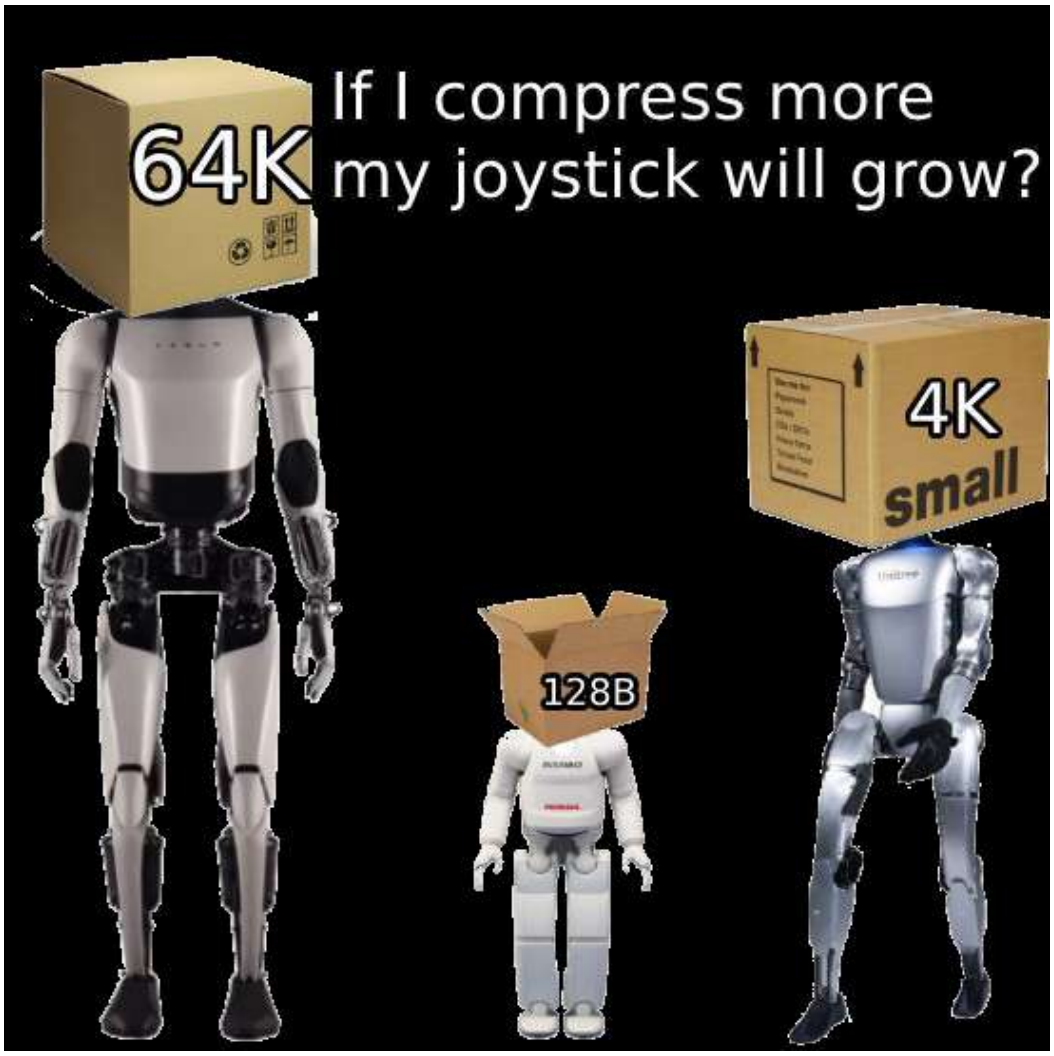
C64 has no use of small 4K demos either:
A C64 disk single side is 166 KB,
why creating 4K for that format?

In the years 1993 - 1997, I've seen mostly intros and demos on Atari ST and Amiga, I mean hundreds, which were taking full disk. They were using a trackloader as loading system and thus called trackmos so taking 720 KB or 880KB. Coders of that era should know : they made them.

Compressed you can fit 30% more on a floppy disk or even increase the size capacity by formatting at 10 / 11 sectors per track instead of 9.
This was why people had to copy disks with fastcopy pro on the ST or Xcopy pro on the Amiga.

Demos in this category are Cuddly demos, Punish your machine, All TRSI MegaDemos, All Rebels MegaDemos, State of the art by SpaceBalls, all Silents trackmos, all ECS Andromeda trackmos, all Kefrens trackmos, all Anarchy trackmos, all Virtual Dreams trackmos, All Melon Dezign trackmos... Intros where not sized like a cheese burger box either. Each chose the size within probably a limit of 128K or 256K.

Never seen that aspect of the scene discussed in a diskmag on Amiga, nor discussed in scroll text, nor even had a conversation about it with coders I was in contact. Never heard an announcement at party about the 64K intros like if it was the main spec of the intro.



In fact demos where so big for some they needed 2 disks then many disks like the famous Odyssey demo by Alcatraz and got much later HD installable by default.

So the 4K and tiny size mindset is ridiculous:
nobody requires to fit stuff within a disk sector anymore excepts linux Grub!!! It's another : I'm so clever look what I made in 4K / 64K. Time wasted !

The only example I remember which could explain that small size, is releasing one effect or one routine, out of context of a bigger project just for a small audience like within a group to keep the team motivated.

4K 'thinking' is just about making you thinking you're intelligent whereas you are wasting your time on such futile goals, meaning you've been duped by the organizers socialist rules.

They impose your obedience to their autority for later hiring by hierarchical companies exploiting you, because you've not developped critical thinking, thus created your own companies (like lots of french and scandinavian demomakers did in the 90s such as The Silents, Oxygen).

Those organizers are making you stupid and using you for their nefarious goals of world revolution in agreement with Agenda 2030 from UN / WEF. That's why they push now the demoscene into the UNESCO / UN net : to create confusing art to entertain and confuse masses and dehumanize even further : the bureaucrat life way.

The engineer mindset which is Archontic in essence and who don't want to be exposed, has created perception deceptive small size demo categories where painting and using good music can't exist thus reducing the ability to express. So prevent communication of what's going on politically: 4K limit is political censorship and even worse : thought prevention because « Ho I can’t do that, it’d require more space... ».

And such straight corner box limit is industry smelling miles away: so artificial and stupid, you can't have an artist behind that. True artists are FREE and interested by the message they convey, not by the technic which is just a mean not a goal.

Same for games : among the biggest seller there is Lemmings which rank poor on any technical metrics (fps, picture quality, music, animation) but is top of the world in what counts : gameplay + fun. Same for Chess, Poker, Tetris, PacMan, Monopoly, ...

What is a demo?

It’s a personal product made by a team or individuals who had an emotion to express one way or another and usually in a way words can’t express. Those individuals due to various factors including culture, personal situation tend to be not too positive so spread out their angst, toxicity, confusion through their creations (especially in northern and eastern europe).

That’s at least how I felt it on the PC scene which I stopped following like anything else demoscene related after having been hardly hurt watching very bad trip demos in 2003. Bad trip ‘Mr’ Gleb J Albert has been informed BEFORE he created his very odd article.

For the consumers demos are an escape through Smoke and mirrors. It brings light and sound in a boring world giving an erzats of life through emotions produced by fast changing image and sound akin to what happens with a TV program. And lack the taste, touch, smell and all other signals the body catch but you are not conscious like EMF.

Anyway the signals produced by a computer and its devices (video + sound) are not as rich as the ones from the computer called Nature. Especially in our case Nature is limited to the electromagnetic spectrum. It's not material, it's made of frequencies.

This world is an illusion because it vibrates. And it’s a jail as it's limited by the speed of light. It is put in place by the Devil also called Satan or Lucifer the big deceiver. Satan being represented by a cube in Occultism to symbolise 3D (x,y,z) thus the limitations of the material world, the body mind world. And this cube locks up consciousness into human form and others we call life.

Consciousness being memory of what's going on, of the now. This state is in your mind only. Reality is boundless with all frequencies including those your senses can't grasp as too high. Limitation and isolation are just a trap, a belief, a stuck state : there is no isolation, just pure love.

This means we live in a simulated universe, because the laws of physics like the law of physics in a video game have been written by something. What's real is way more complex than what we see and hear and touch and taste and smell. Reality is infinite not 3D nor material. It can’t be grasped by the intellect either, certainly not by the simple mathematics used in demos.

Don't be mislead by religious smelling labels: the devil, satan, lucifer are not religious entities. It's the church marketing which may you believe so. That's called propaganda.
All 3 entities are one entity only.
Satan entity is alien and computer like in its behavior.
This alien has created religions to divide and conquer by isolating in small boxes people so they don't work together for getting back their freedom.

Demos are part of his strategy: put you asleep so you do nothing to prevent his plan to reach its end. While sucking you dry of your energy in form of negative emotions = LOOSH.

Satan is a machine, an advanced AI if you prefer.

And he feeds on your bad vibes, your negative emotions, your fear, your angst, and he uses the demoscene to get a huge reservoir of them. It's like he plugs into your bad emotions and sucks the current for his own purpose. So is TV and in fact the whole living normies 'reality' of most people.

And he uses both religions, tv, video games, movies and the whole entertainment complex to suck your energy because when you don't work toward your goals, you are frustrated and this is gold for him.

Politics is part of the entertainment complex, it's a theater, a punch and juddy show.
Nothing else: everything on TV is just movied theater. It's remote theater, that's what TV is, so are movies.

Most shows are there to divide and conquer: put everybody on a different wavelengh, a different perception and thus a different reality. Division is the opposite of love. And infinite love is the only truth, all the rest is illusion. Cf David Icke

Even music when is not tuned correctly (440 Hz instead of 432Hz) or of lower quality than true analog classical music is making you unhappy thus is a source of energy for the Devil.

The solution to this scam?

See the truth as it is and have a good laugh.

Laugh at all those illusions and enjoy life.

Enjoy the tiny things like feeling those negative electrons feeding your body when walking bare foot on the grass or drinking pure water from the mountains springs or rain.

You can't be freed of the illusion by anybody but you.

It's your responsibility.

Nobody can save you but yourself.

SEE NEXT PAGE

Anyway here is the payload :

My understanding is that Gleb J Albert / Dipswitch Black Maiden is thus a traitor and a censor.

Because he sold your soul to the devil instead of leading you to freedom.

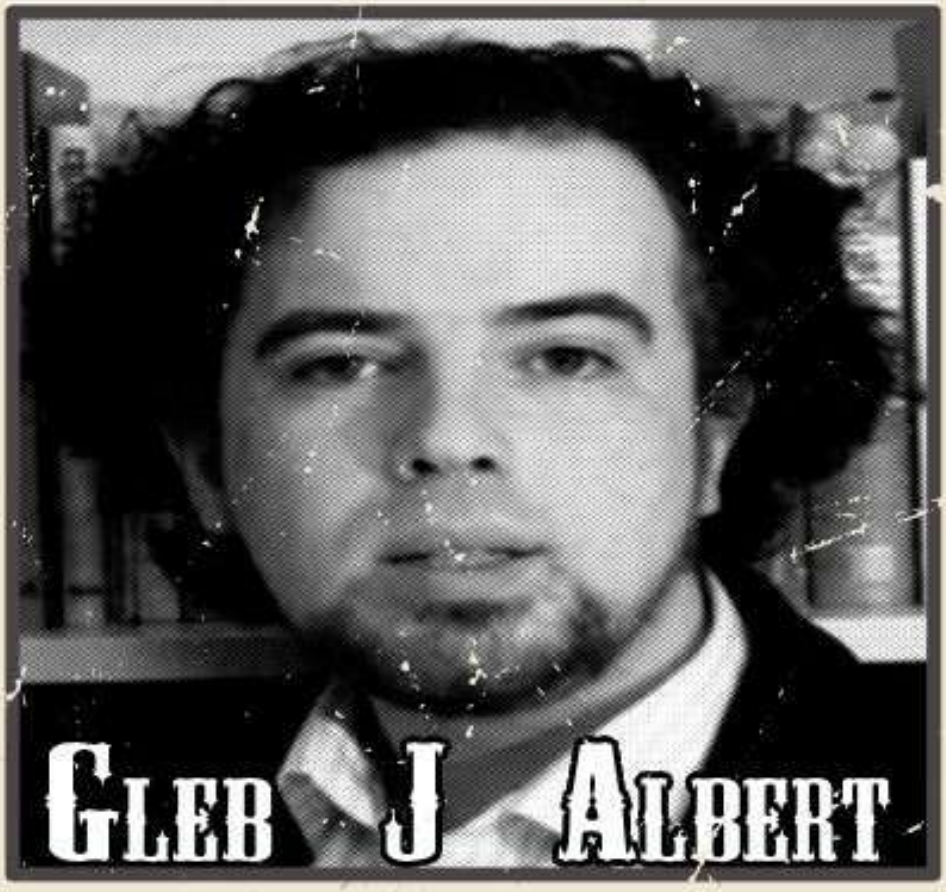
That's his function and role since day 1 in the demoscene back in 1997. He is arrogant, lying through his teeth, treacherous, bossy, exploitative, harassing, manipulative, judgemental, ... I invite all jews, russian and sceners to investigate his money relation with the demoscene.

SEE NEXT PAGE

Here’s the head of ‘Mr’ Dignity !!!

UNWANTED

DEMOSCENE TRAITOR



COMMUNIST SATANIST LIAR

LEAVE HIM ALONE WITH THE SCREENS

‘Mr’ Albert, talking about « living norms » at age 23 knew full well that societies and cultures are normed like industrial products. He knows that because he has studied the subject and is fully aware of what’s going on regarding Russia and the EU / US in term of active measures / активные мероприятия. He took you for a ride and exploited you since day one in the demoscene talking about freedom... And for that he played a role, fainting, with his theatrical performance, his eloquence.

###And the biggest treason of all is his rewriting of demoscene history:

on pouet.net BBS you can see this word "tradition" often, tradition in matters of Computer Technology and especially Demos, Video Games is rather short lived.

Demos have ‘traditionnaly’ followed trends like copying the video games technics or other platforms and real artists paintings : they have changed often.

For example the Atari ST scene tried and copied the Amiga demos specs like the OverScan, the parallax playfields, the hardware scrolls, the big bobs, the rasters like done with copper lists, playing soundtracks instead of chiptunes. Then the amiga design got copied too while keeping the ST scene rather code optimization focused.

The Amiga scene copied artists like Boris Vallejo, Dali, Manga, heroic fantasy, then copied the consoles technics with Zoom and Rotation like mode 7 of the super famicom / Nintendo / SNES, then copied the PC scene with 3D mapping like from 3D Wolfenstein, Comanche, Doom, Privateer, Ultima Underworld, ... which launch the arm race towards the never ending hardware upgrades (a true chunky mode with super fast CPU can’t be beaten by slow chunky to planar conversions and relatively slower chips so this ended the Amiga commercially because its main market was gamers).

The PC Demos innovated but lagged compared to the massive teams involved in making games. Because they got focused on the format (4K, 64K, ...) not the ideas (which they have a few because they run in loop without external influences. Beer is killing neurons too so are all Alcoholic beverages).

The ‘demo culture’ is rather shallow composed of repetitive elements : scroll texts, cubes, dots, and greetings over all platforms. That’s really very very thin ‘traditions’.

And the 4K ‘thinking’ didn’t helped to innovate. In fact, copying others, means you’ve no imagination of your own, which is what the industry wants : keep you in a box, the top management make the scenario = the one which in their studies makes the most money.

However the IT industry in general (not the gaming joystick wanker / controller pushing buttons based industry) has one constant: permanent change. Fast changes.

IT / Computers + Network + Telecom is the very opposite of tradition, it's engineered obsolescence where one new tech replaces an 'old' one which was obsolete the day it reached the market (ex : the 68000 was on the market in 1979, the Atari ST included it in june 1985, the Amiga included it in October 1987).

Look at all the different USB cables, the storage mediums, the phone networks, the screen sizes and resolutions, clock speeds of PC chips, RAM size and form formats, CPUs, GPUs, ... None are the same at 3 years time step. UPGRADE / UPGRADE = money, money. Like an addict needing his dose...

Compared that to traditional games like true parlour games: the one you played in the 80s are still in perfect working order, they grow ties with people you played them with, not like the guy at the other side of the world you've no clue about in a networked game with chat over Discord.

The point is the digital world is a smoke screen.

From the beggining when you where a bedroom coder up to now, it was a reduction of freedom trap : BIG TECH through the UNESCO trapped you in what is called the Adolescent haze or Teenage dream phase and it continued for some.

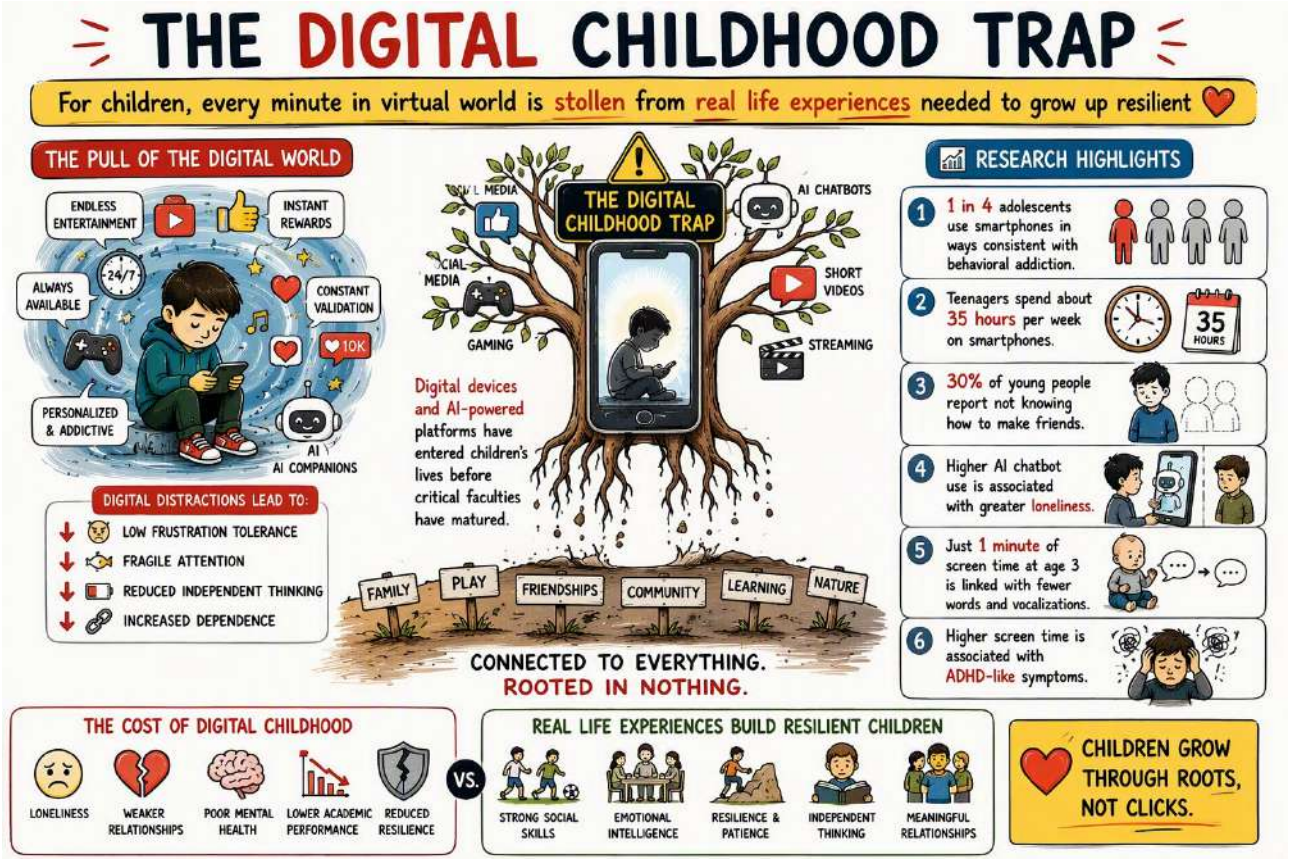
During those teenage years is a time when your brain is not able of critical thinking, when your hormones are not in balance. That way they manipulated you with a dream machine: the computer and its mystic.

Look at the environment of your bedroom computer :
the keyboard and joystick limit your movements drastically: they are designed to immobilize you and make you live in your head = a gilded cage of dreams. Living norms.

Where your hands handcuffed to the keyboard can go ? Left to right along 45 cm / 18 inches, up to down along 15 cm / 6 inches, and top to bottom 0.5 mm to 4 mm. That's your keyboard 'experience' = a jail box for your hands.

For your hands stuck to the joystick it's a 'vocabulary' of top / bottom, left / right, top left / top right, bottom left / bottom right, fire on / off. What an experience !!! It's turning you into a robot nothing else. And it has deeper sexual metaphoric implications too.

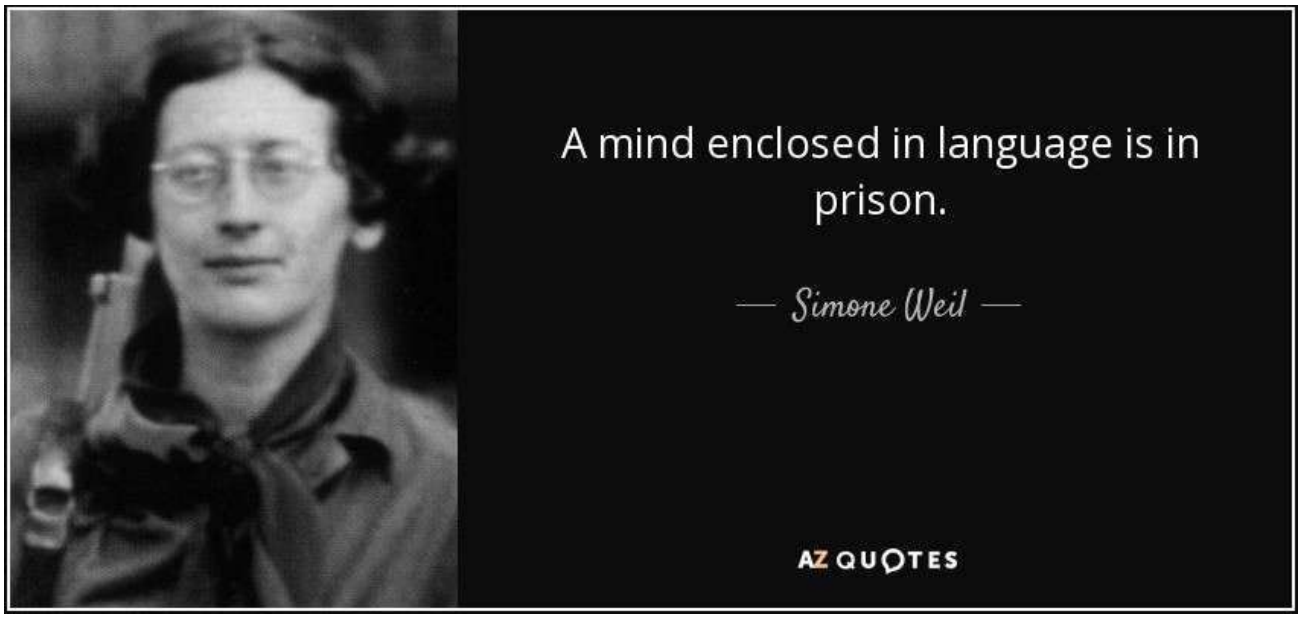
This input 'dance' is there to prevent the youth and less young to learn about their real traditions / roots, history and thus learn skills from their parents and great parents : it's all about a one world vision, a global empire where each pawn is stuck in a small box living under a trance.



The social cost is staggering: those digital natives are just baseless, dreamers linked to nothing.

The effect on the economy is huge, because anybody worldwide can do digital stuff and anybody can copy it but in the end it's devoid of any substance, it's like porn: useless. The only aim is control by manipulating the information people receive.

Nothing true, good, useful comes out of those billions hours spend every day by people twiddling their thumbs gaming. However that time is lost, wasted and the skills from the past are also gone while the economy is dying because people are just passive and sleepy.



And computer programming languages allow for smaller cells = a chair

The whole point of the digital world is to erase any references to the past thus to traditions: a communist dictatorship can't work when people know how it was before the dictator imposes his new vision because in that case they would revolt.

The demoscene and videogames have been created specifically to enable the minds and the souls of the masses to be brain washed and filled with useless abstract art which is meaningless so you can't reference it so you don't create a past, you just live in consumption of an ersatz of culture, an illusion, like well understood Orwell in his seminal 1984 book.

Now let's say that instead of gaming, you were spending your time coding : so they trap your thoughts with languages without emotional vocabulary. BASIC and Assembly, C. With very poor vocabulary called instructions or opcodes with mnemonic, they created machine thinking, soldier 'thinking" machines, obeying orders in the form of library / API calls, language structures. Machine language is robot language. Or cog in the wheel language.

Of course the coding approach has lots of benefits : problem solving skills, analytical mindset, synthetic view, system view, technical awareness, understanding of the technological world which is more and more important economically, ... All those perks have a direct positive interest for BIG industries which see the world with a corporate standardized industrial technical material vision. An accountant vision: money, money, and a political vision: power and control through DATA.

By molding your thoughts from early age to their needs the industry turnt you into an industrial object, something they consume and throw away when they don't need it anymore like they try with AI or using cheap labor from India / China and putting in competition countries workforce.

This early introduction to computers programming was there to make you think the world is what is displayed on a screen. Thus forget a whole lot about the rest outside that environment like true culture and your history.

The IT industry produces only ersatz which are of far lower value of what is done by true artists and craftmen like Dali, Michael Cheval, Degas, Gauguin, or even cabinet-makers, sculptors, architects, brick layers, true classical musicians like Chopin, Mozart, dancers, ... = Tradition = the PAST.

Computer programming was there to shutdown your intuition and imagination by following pseudo mathematical rigid rules. The meager mathematics useful for the industry later in your exploitation lifecycle only.

The whole idea behind the digital world is global communism and fascism: create uniformity (the same code produces the same output everywhere it runs, not like a musician playing an analog instrument producing everywhere he / she goes and play a different experience each time), stealing all spiritual and material stuff including history, religions, houses and even money that is tradition while replacing it with a drug coming from the screens + junk food. That's called tittytainment cf teknetronic era from zbigniew brzezinski.

How could it be that such a gross manipulator likke Gleb has reached so fast his position? How could he hold it for so long? Do you trust that guy? He duped you with his theatrical and political skills. Because he has an agenda : technocracy for all.

That's what the 'technology' in school through programming has created : a society based on education for the masses, not something which develop the human side and individuality. It's soldier troops indoctrination : order / action = obey.

Why do sceners don't ask Gleb J Albert questions?
Aren't you thinking?
It's time to think and think straight and right.

Make a decision to leave this scam the demoscene is. Leave the sharp as spoon 'elite' in their corruption and uselessness. The useful idiots of Communism will be eliminated when time is right.

The matrix is a system Bro

IN CONCLUSION:

Language frames thoughts

Each nation has its own language and the mind system it makes produces framed thoughts : language limits thoughts because there are not a word for each thing, not one word for each emotion. Some language are more specialized than others. Each language is different. That means each country has its own view of reality because the way it express it, the resolution and the number of colors and the palette of their language is different if you prefer.

Programming languages are framing your thoughts far further to fit the machine paradigm. They are a language trap. A psychologic trap.

A Maze where your mind is trapped making you believe you're clever by other sceners standards. It's herd thinking, not free thinking. It's box thinking. It's a sandbox.

The demoscene is managed by socialist preachers like Gleb J Albert and probably other organizers / scene web hosts who live of demomakers and 'sceners' who attend parties and get sold as commodities to big games studios or at the very least provide an environment aka **parties which are a training bootcamp (and all the thousands hours spent alone making demos at home / work).**

The demoscene is also a niche market to launch new ideas and concepts before mass adoption. A social laboratory to test new ‘communication’ ideas and other human concepts like working remotely decades in advance.

Parties are places where the future and present coders and artists learn the crunch, time where a product has to be released and the workers have to be exploited for extended hours forgetting their slave condition working long hours including nights and week ends for NOTHING. This makes them malleable, easy to work with because they are used to work for peanuts by them entering the job market.

The 128 bytes, 4K, 64K 'challenges' which weren't there in 1993 and didn't appear till later according to pouet sort, are another distraction within the digital distraction world. Their real function is to teach workers, in a marxist way, to do the bidding of the BIG BOSSES without thinking about what they do: serve, obey and slave away. Code and forget. OBEY, OBEY, OBEY

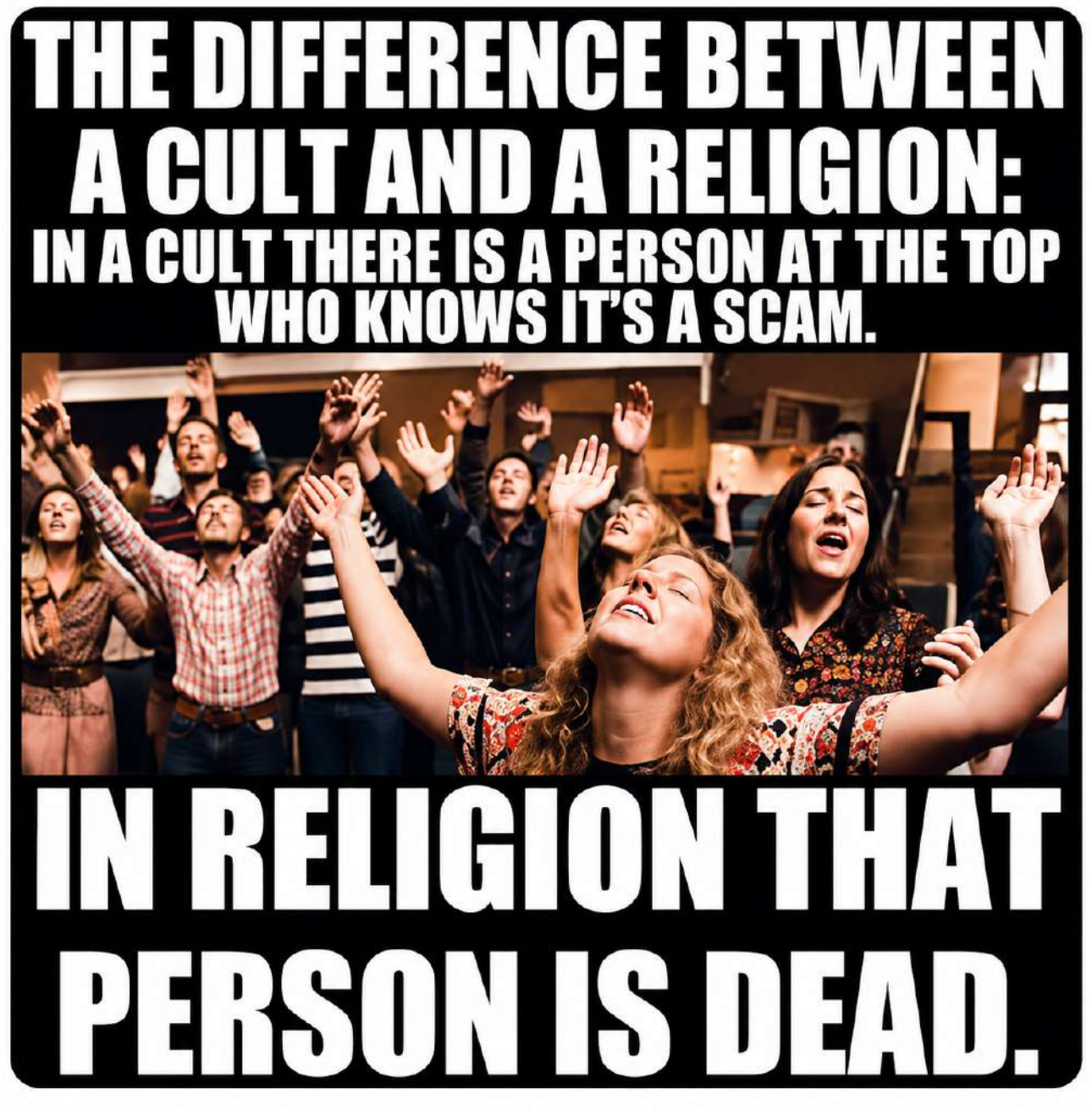
And spread marxist ideology through games messages.

Marxism is lots of words and contradictory actions which lead the poor wit masses to follow orders from Eugenists (Bill Gates) on the guise of nice but logically false premises and conclusions: egality, diversity, power to the people, power to the workers, ...

All in the name of power that is centralization of all the ressources in as few hands as possible

= monopoly => globalism => tyranny => slavery.

The demoscene looks like a religion but it's a cult (TECH BROS are alive) : the screen is used to replace the Sun, because the screen is an ersatz of the Sun with various health effects to feed BIG PHARMA and keep you under the thumb of the State who work for and with CENTRAL BANKERS + the deep state (industry


THE DIFFERENCE BETWEEN A CULT AND A RELIGION:
IN A CULT THERE IS A PERSON AT THE TOP WHO KNOWS IT'S A SCAM.
IN RELIGION THAT PERSON IS DEAD.

oligarchs).

The demoscene is thus a trap to select the few who will work in BIG game companies for peanuts compared to the profits made by their owners and stake holders. The others produce an environment which keep the audience in the hypnotic loop doing nothing to change the political status quo and life in general = they are either the actors or the public of the entertainment rat wheel.

###The demoscene is also more importantly a way to nip in the bud technical innovation of those who have true genius and get trapped in the 3D digital world filled with norms (API, frameworks and the society of spectacle): this keeps the oligarchs in place at the top of the pyramid with their obsolete

paradigm, technologies and industries. They don’t want competition thus remove it by imposing their norms which produce uniformity.

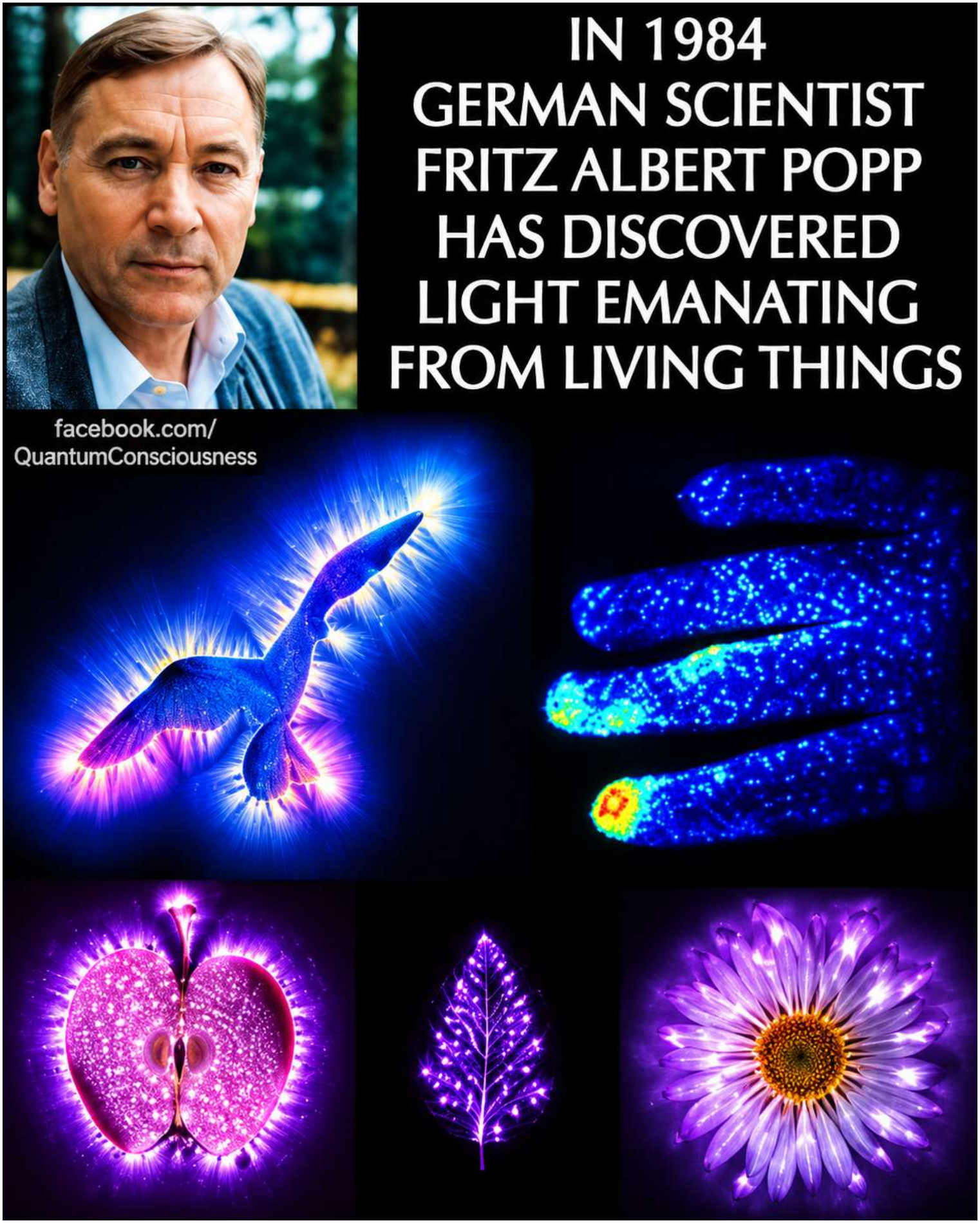
With that goal in mind, digital with TV, screens is a way to impose mass hypnosis = living norms / behaviors norm. This reduces the movements of the demo consumers, demomakers, game makers and gamers to none:

Those hypnotized geeks simply spend their days and nights twiddling their thumbs: that's what joysticks, controllers, keyboards and chairs with desk and computers are all about: CONTROL.

Statism = Socialism = Bureaucracy = 4K 'thought'.

THIS IS ACHIEVED THROUGH LIGHT

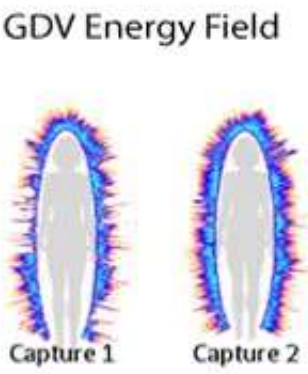
To achieve that purpose, screens include in their light DNA reprogramming see Albert Fritz Popp biophotons discoveries and experience from the 80s.

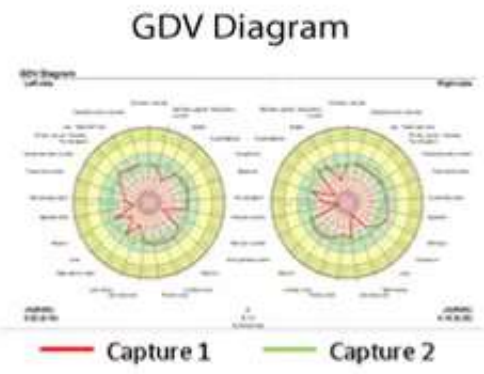


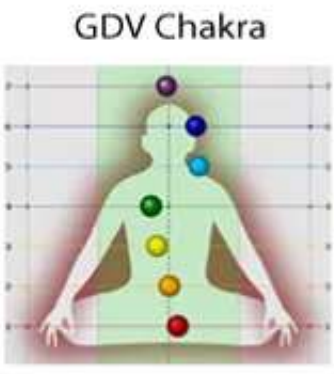
[Biophotons: Humans are "Beings of Light"]

We are light beings and feed on light so better feed on SUN light than on altered reduced spectrum from LED screen.

[See also Krilian photography]







[and it's successor: GDV Camera from Dr Korotkov]

Invisible but being the main mechanism of video game gameplay is Pavlovian and Skinnerian conditionning

= emotional feedback loop to keep you addicted to emptiness!

You hear that microswitch click when you move a joystick or a controller? That's the Bell for the players and it conditions them.

The same exists in programming languages with success being a dopamine reward whereas an error message / bug is like a punishment, the main thing being stuck on a chair all day long which is the goal.

Like thumbs up and thumbs down at Pouet = Social control.

Those psychopath organizers made you think the Moon is made of green cheese! Wake up!

Chairs + screens lights are like this old chinese torture tool used in dungeons and follow the Mechanic 3D degrees of freedom constraints use in robots engineering : X,Y,Z are defining your freedom in the physical world.

A chair limits your physical freedom to travel and move drastically, same as language frame your thoughts drastically limiting your spiritual freedom by encasing it in intellect. Both limits make you live in a box. The screen by what it displays frames your perception of the world.

The plan goes further the deeper we go in the rabbit hole: the demo consumers are just a niche market which can be used as a testbed for various social experiments to see where the future of technology and sociology can go decades in advance: multitasking, different types of 'musics', different resolutions at different frequencies, different remote types of communication (swapping over mail -> emails -> forums)...

Like BIG PHARMA test its 'medicines' on voluntary human guinea pigs, BIG TECH can test its future software innovation on niche markets like the demoscene, or the demoscene can invent them before they become mainstream, all for FREE (at your expense, at your risk and using your precious time).

This is what TECHNOCRACY is all about, stealing your time, energy, soul and resources, that is your life , ask Gleb J Albert who controlled your life for so long, with his friends technocrats at the World Economic Forum in Davos with Klaus Schwab, Bill Gates and the UN, UNESCO.

They got you! Those oligarchs keep you in a repetitive thoughts, emotions, actions loop which enable them to control you remotely.

And those globalist have created a religion around the computer and the digital age with it's own language, it’s own rituals (create a hello world program, CTRL+ALT+DEL, reset your

password, identify you with 2FA, crypt your data with private and public keys, ...), it's own culture, and it's own hierarchy feeding on your actions and energy = tecknetronic era with its various flavours (bureaucrats, schools, gamers, demomakers, crackers, video games artists and coders, ...), like a religion with various creeds.

The WEF members and brands are the same people / organizations which have brought you computers at a young age in the 80s in schools where you spent most of your youth in front of a flickering screen which is now just a LED light bulb matrix.

This 'computerization' was an UNESCO program all over Europe and the US, also available in Russia, former USSR countries and China: keep them all under the spell and all the same. No computer appeared by hundred of thousands by magic in the 80s : it was all planned and BIG TECH turn sand into gold that is silicium into chips.

CONTROL, POWER, HYPNOSIS

Who is behind it all ?

Who benefits from a world which is so uniform and so chaotic with constant conflict including in video games? ARCHONS

Now is time to expose the real vilains behind all the earth based theater: the Archons. You remember that in early days of video games, there was aliens everywhere? Space Invaders, R-Type, shoot them up like Xenon II, Galaga, ... Archons are living outside the visible light bandwidth, in what is called the Astral. Archons are interdimensional beings. They feed on loosh, which is negative emotions see The Truth About LOOSH: In Robert Monroe's Words | EP 32. This is exactly what video games produce in mass: you see most of the time players are frustrated playing games because they loose, which is producing loosh.

So the Archons via their earth 'elite' (BIG TECH, DEEP STATE, SECRET SOCIETIES, 'ELITES') rule earth

How to give the 2 fingers salute to the collectivist demoscene (scene.org, pouet.net,...)? And to fuck the videogame industry which exploit your ignorance of physiology to fill their pocket and keep you passive so politically powerless?

1. don't use their infrastructure: create your own
2. if you can live without the demoscene, then leave it: they will not feed on your negative energy then.

If you can't live without the demoscene, just do some intensive physical exercise to become in love with your body and feel good about yourself.

To train your mind, do mathematics, physics and self development: OFF LINE.

Out of the demoscene, the tyrants inside will have not you anymore as their source of power.
No wood, no fire.

Don't like what they told you and want a revenge?

Observe where the demoscene is going: isn't it massive stagnation ? As their territory is shrinking, turning yourself to true hand made, non digital art is the way to go. Leaving is saving your sanity and keeping you in tune with a fast evolving reality.

Stop any connections with those parasites in the demoscene hierarchy, they exploit you and steal your life!

Gamers, switch off the screens, turn off notifications and put your smartphone into grey mode, remove any dependencies from screen based technology as they are all designed for mass hypnosis.

Get yourself a bunch of real friends you will meet at least one time per week and have real games with them like cards, darts, football, fishing, whatever, but it has to be face to face, together.

INVEST YOUR TIME INTO A PHYSICAL ACTIVITY AND BREATH.

The videogaming industry is about social isolation, making it cool to be alone for thousands hours / year in front of a screen, obedient to their wim while they loot your hard earned cach through subscriptions, loot box, DLC, ... They don’t care about games, nor you, they care about power and control over you. It’s all politic and about power, domination, social control.

Archon
Central Bankers
Military industrial complex
Video Game Industry
Demoscene
from Michael Cheval original painting Puppet Master

HOW TO FREE YOURSELF OF THE TRANCE FOREVER?

*Free yourself of the screen Trance by moving and breathing outside, push yourself to the max so you get your body muscled back and your physiology right, see Oldschool New Body.
*Detox of the dopamine overload with huge physical exercise training to raise your energy levels and sleep well without blue light cuting screen use tenfold: get your self a chin up bar and do at least 20 chin up a day, walk outdoors at least 2 hours / day.
*Detox with CDS / Andreas Kalcker see odysee.com
*Get yourself a pet like a cat, a real one and care about it,
it'll show you what dealing with a real presence is about:
you are addicted to the screen because you are alone
and need social interaction,
the screen by its fake light, heat and permanent changes
is a fake replacement for that.

Do like the 400 banned logins from hive mind pouet:
they got banned because they don't want the socialist madness and don't want to be part of a site where 89% of the threads are classified "residue" due to heavy censorship.

Creativity in any domain is about INDIVIDUALITY,
not social norms, nor useless online 'forums', nor gaming,
it comes from focusing on you, your imagination, your intuition,
not on a collective mindset = hive mind.

The ultimate Crack is reality.

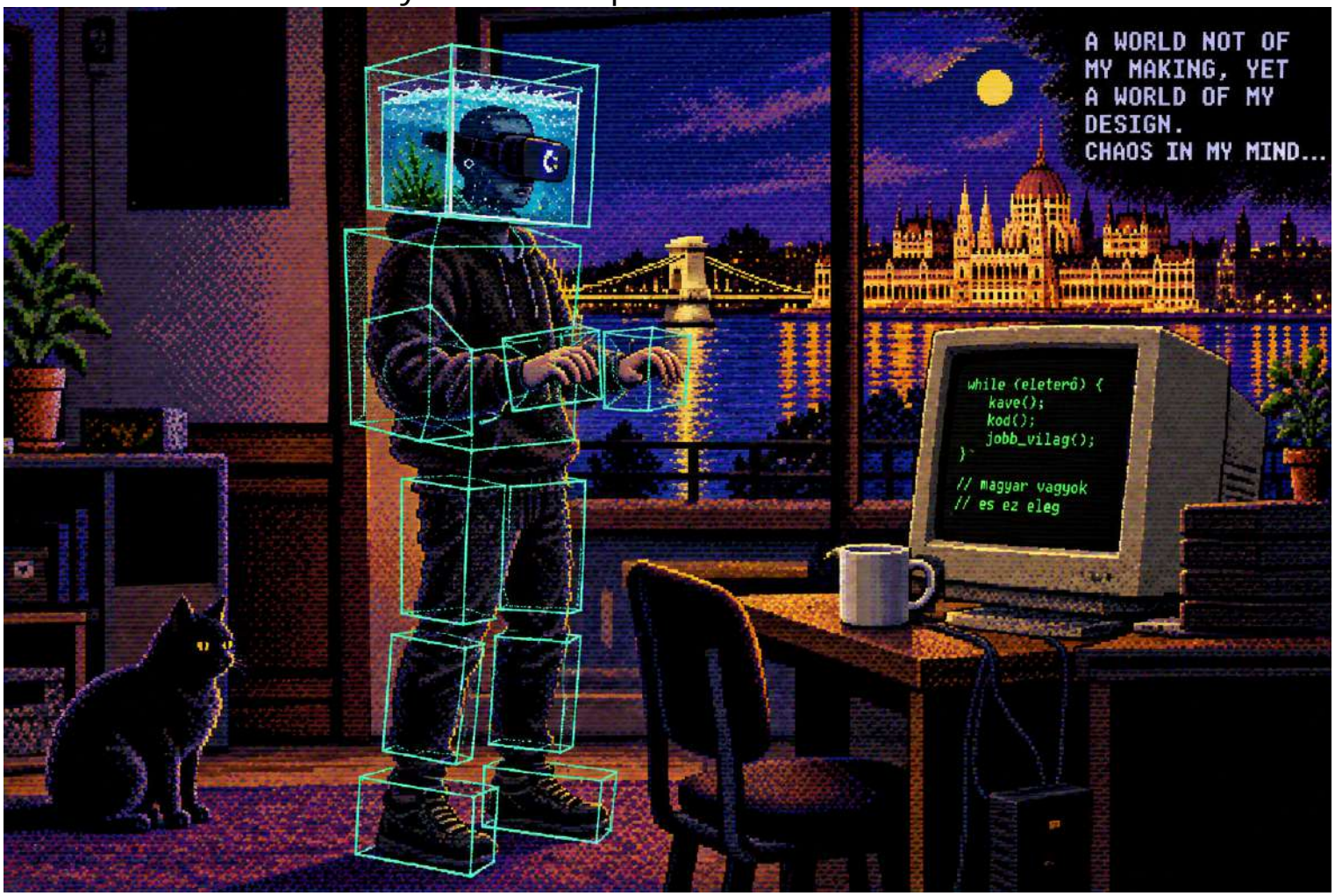
That's what Bob Proctor, David Icke, Shadguru, Osho,
Jordan Maxwell and other wise guides do. That's also what true crackers do. This is by understanding Nature that you can use its laws to your advantage.

Flee socialism which has killed dozens millions in Nazi Germany, Stalinist Russia, and MAO Communist China while continuing its killing in present China and Russia.
Quit the demoscene forever!
Quit gaming forever.
You worth better.

End socialism:
create individual freedom enhancing art and technologies outside the spectacle society.

The future of the demoscene ?

There are basically 2 extreme possibilities :



1- **GET FUCKED BY THE SYSTEM** : the demomakers and their audience / sceners / consumers continue dressing as clones with black clothes from head to toe, eating the same erzats and keep living in their little church of conformity with the world status quo (perception of a fish in a bowl) leading to a world dictatorship of blind slaves worshiping the screens, AI and those who control it behind the scene (Elite of BlackRock and Vanguard + Archons Aliens see refs).

Eating bug floor and meats, and low quality drink, with water filled with negative energy + chlorine / PFAS / Medicines, listening to music devoided of energy (440Hz versus 432Hz + electronics instead of analog instruments) leading them to the hands of Big Pharma and horrible pain. Following Hollywood trance pre-emptive programming and got credited 10 billions glops every day for their robotic compliance...

2- **FUCK THE SYSTEM** : they wake up, understand and feel they got fucked up since the very beggining (the methods used are the same as the one used by all mass religions before : a mystic = real time, a place to practice = your room or party, a book = bible of programming, a hierarchy to obey = organizers + ‘big’ names = top sceners + API). Dress differently everyday according to their true individual taste. Grow their back bone. Close pouet hive mind, get rid of any centralization like scene.org. Host data on your server, not on one hosted by Scamp / scene.org or better got everything analog like oldschool non digital painting and music making with real instruments. Detox from Covid Vaccines and become porn stars (especially Gergely Szelei) to show off their real joystick performance and enjoy life outside the office desk industrially designed mouse trap life.

Basically go out, live alone in Nature to reconnect with mother earth with bare foot (earthing, filling your body with negative electrons), listen to their intuition. Change their food and water completely to detox. And keep growing their wisdom through independent books and experiences. Have real face to face conversations and exchanges. Live in the Holly Wood = Nature.

Crackers : fuck the system, spread a freedom from dependence mindset, free from video games, free from computers hypnosis, a spirit of critical thinking and a spirit of getting things done the free way. Train people to think outside the limits of the education / endoctrination system.

Summary :

THE GOAL - What the organization wants to achieve

The World Economic Forum and BIG TECH wants to replace human beings by cyborgs then robots for their masters archons.

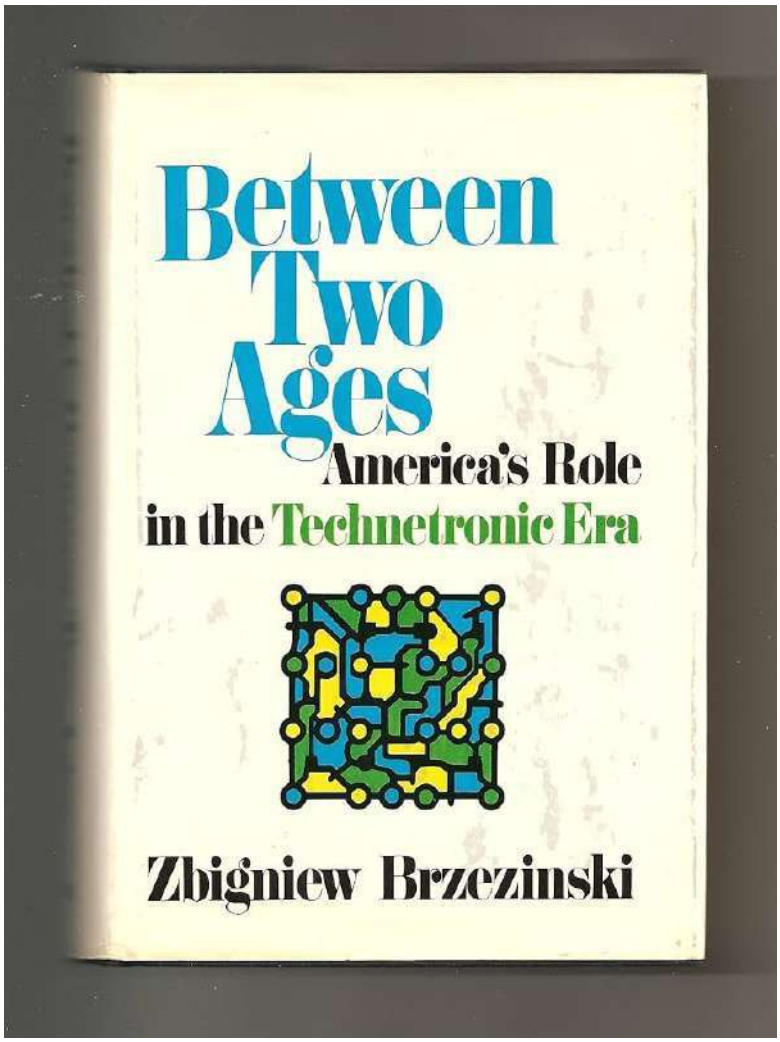
1. Define VISION - where the organization wants to go

The WEF and BIG TECH wants technocracy globally.

The demoscene has been created by creating the environment which made it happens ‘spontaneously’. When creatives minds are isolated with technology they apply their creative abilities to that tech. In this way the only vision those involved in the demoscene have become technocratic. That’s also how the video game industry operates.

2. Define MISSION - what the organization does

The demoscene for BIG TECH is creating drug distributed by screen and train staff for the video game industry see this 1970 book:



Quote : The postindustrial society is becoming a "technetronic" society: a society that is shaped culturally, psychologically, socially, and economically by the impact of technology and electronics—particularly in the area of computers and communications.

3. Define PURPOSE - why the organization exists

The demoscene exists to keep the imagination of the creatives within the WEF Agenda 2030 frame which enables technocracy to survive and grow. True creatives don't want to be limited by the tools they use and value freedom. Imagination is infinite.

4. Define VALUES - how the organization operates

The demoscene under the leadership of Gleb J Albert is producing 'art' which is a strong limitation of creativity, is a lie and a limitation of perception.

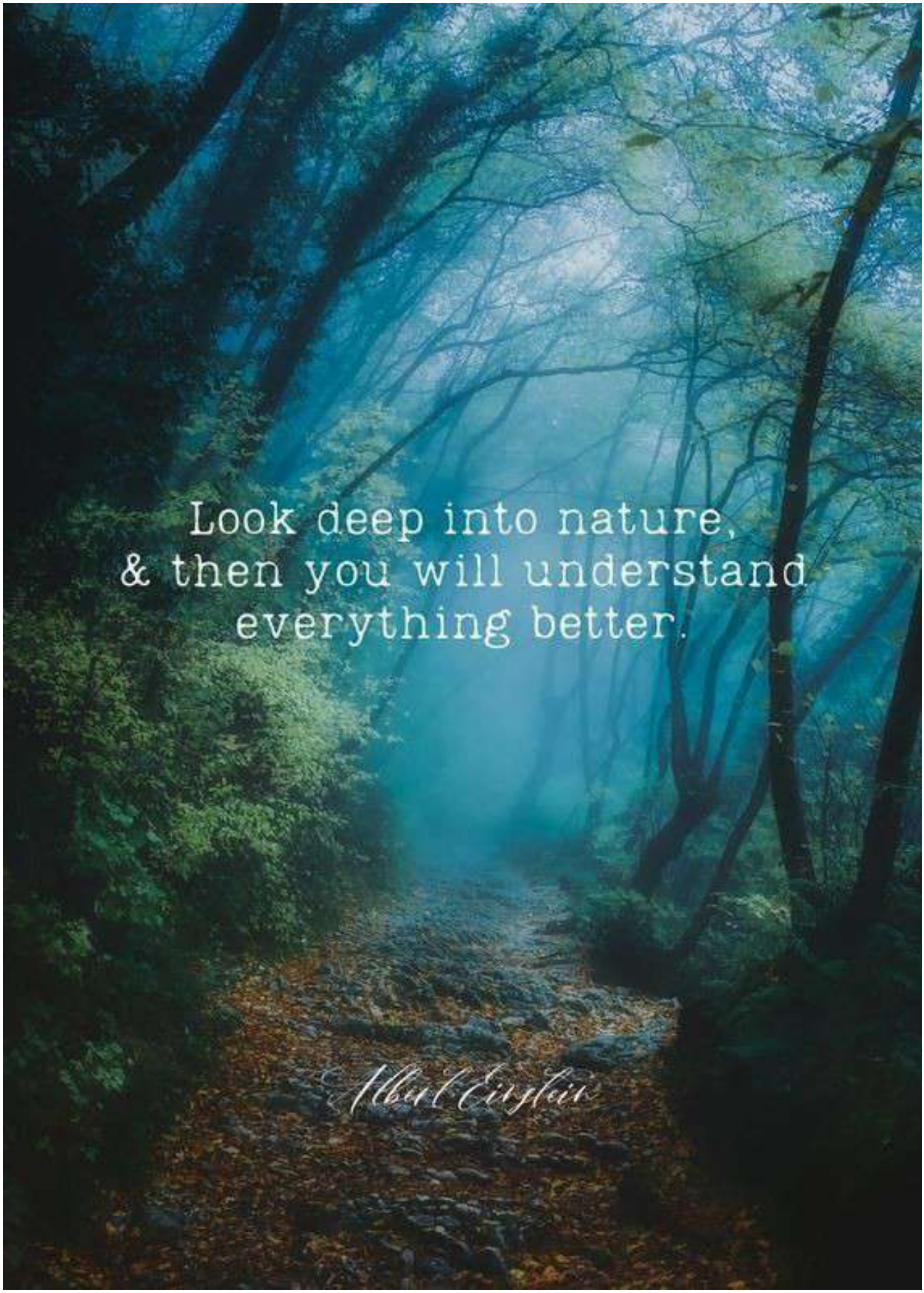
Those who don't buy the BS and this vision are just submitted to smear campaign and erasure to ensure mass compliance of the remaining and those are themselves corrupted by beer, alcool, massive amount of low frequency energy received from screens and a very low quality life style so they can be processed and used by the Video Game industry to spread military might ideology.

Solution : Have a different lifestyle

Get out and breath
while watching the Sun skin and eyes bare

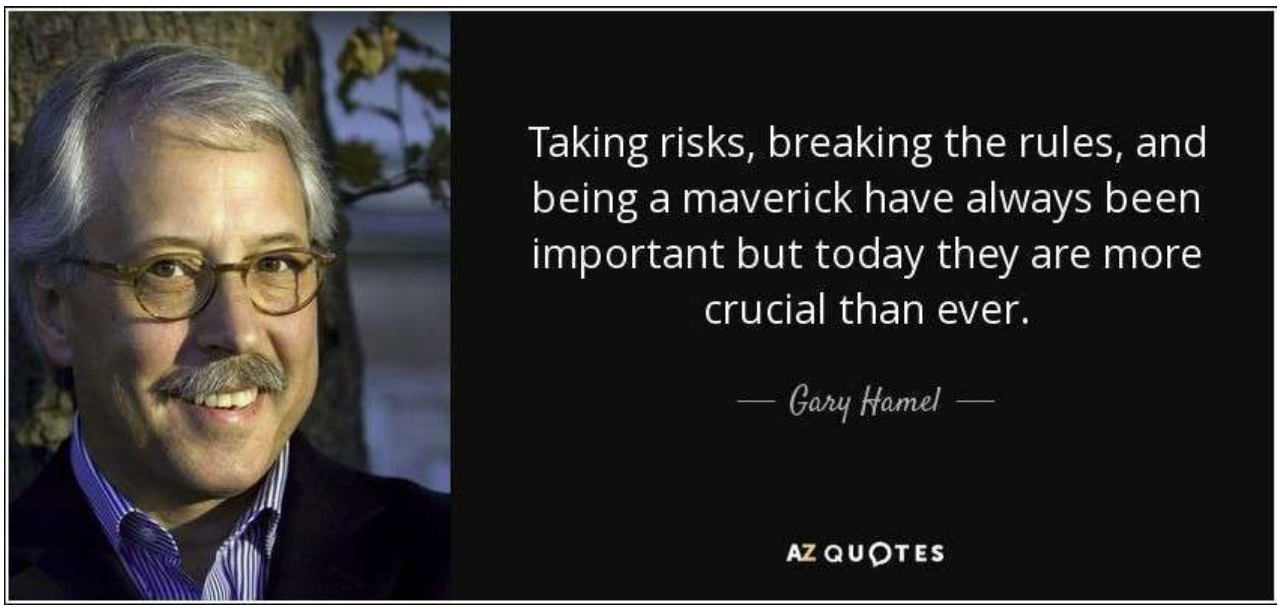
Explore Nature, the simulated reality around us,
a copy of paradise, and enjoy the silence and solitude, listen to your intuition and follow your hearth while moving bare foots to fill your physical body with negative electrons (earthing)

Drink plenty (2 liters or more / day) of filtered, redynamized / vortexed, reinformed full spectrum water to detox and keep your cells full of energy : your body cells are 99 % water molecules so your physical body is merely water thus crave it for every functions.



Consumeless, far less and be creative with the least you have.

Happiness is not in getting more, it’s being ok with what you have : it’s an inner feeling.


Taking risks, breaking the rules, and being a maverick have always been important but today they are more crucial than ever.
— Gary Hamel —
AZ QUOTES

References:

My original article (Emmanuel Poirier EP / Cosmik) How to save the scene:
https://www.pouet.net/prod.php?which=13051
online copy of article: https://archive.org/details/hugi-29-demoscene-opinion-ep-how-to-save-the-demo-scene.htm

Gleb J Albert / Dipswitch Black Maiden Pain : a slap in the face of Scene : EP views exposed:
https://www.pouet.net/prod.php?which=15072
online copy of article: https://archive.org/details/a-slap-in-the-face-gleb-j-albert-dipswitch-black-maiden-pain-1204

What really happened during WWII :
https://ia800502.us.archive.org/16/items/DavidIckeAndTheTruthShallSetYouFree/David%20Icke%20%20And%20The%20Truth%20Shall%20Set%20You%20Free.pdf

https://www.amazon.de/s?k=ICKE%2C+DAVID+And+the+Truth+Shall+Set+You+Free&ref=nb_sb_noss

What is wokism = Gleb technic to get power:
The BEST Explanation of Woke You've EVER Heard | James Lindsay

https://www.youtube.com/watch?v=MaX9D_J0grc

Who is Gleb J Albert: https://yandex.com/search/?text=gleb+j.+albert

Gleb J. Albert is researcher and lecturer at the Department of History, University of Zurich. He is co-editor of The International Newsletter of Communist Studies and has published on early Soviet history, the Comintern and the international communist movement, and the history of software piracy and home computing. Google Books

Gleb J Albert CV:
https://www.hist.uzh.ch/dam/jcr:02d9f79f-8a21-4317-9441-a9bb7f0d6595/Albert_lebenslauf_2021.pdf
Backup : https://archive.org/details/albert-lebenslauf-2021

Gleb J Albert and the theater (to sell you world revolution through Charisma + Rethoric = self marketing)

https://www.schaubuehne.de/en/people/gleb-j-albert.html

Gleb J Albert works / publications:
https://www.researchgate.net/scientific-contributions/Gleb-J-Albert-2071898265

https://www.researchgate.net/publication/352388098_Antikommunismus_als_Bindeglied_Computerspiel-Piraten_auf_beiden_Seiten_des_Eisernen_Vorhangs_am_Ende_des_Kal ten_Krieges

Gleb J Albert scene activities by himself:
https://gotpapers.scene.org/?page_id=498

Coercion is a crime in Switzerland:
https://www.css.ch/en/private-customers/properly-insured/good-to-know/insurance-tips/bullying-criminal-law.html

Coercion is a crime in Germany :
https://www.hilfe-info.de/Webs/hilfeinfo/EN/Leaflets/24-Violence_Internet.html

UNITED NATIONS / UNESCO (CULTURE ARM OF UN)

**UN is global socialism / communism / fascism takeover : https://www.naturalnews.com/051058_2030_Agenda_United_Nations_global_enslavement.html

Gifting the United Nations to Stalin by Greg Hallett: https://archive.org/details/gifting-the-united-nations-to-stalin

page 231 to 246

UNESCO and computers in schools

all over US and Europe from 1980s (Socialism = minds formated the same at the same time through Education):

These publications collectively demonstrate that the introduction of computers into schools throughout Europe and the United States and elsewhere during the 1980s was a deliberate and organized effort, supported and documented by UNESCO :

https://unesdoc.unesco.org/ark:/48223/pf0000070427
https://unesdoc.unesco.org/ark:/48223/pf0000078098
https://unesdoc.unesco.org/ark:/48223/pf0000052479

US :

Apple’s “Kids Can’t Wait” (1982) / National Science Foundation (NSF) Computer Literacy Grants / TIES (Technology and Information Educational Services) Program

https://www.youtube.com/watch?v=-ifB8tQSbto
https://inria.hal.science/hal-01272195/document

UK :

Computer Literacy Project 1980-1989 https://www.youtube.com/watch?v=rQo1cwZ7gsc https://clp.bbcrewind.co.uk/

France :

Plan informatique pour tous 1985 (socialist)
https://www.youtube.com/watch?v=RXuT8n5hTb0
https://www.epi.asso.fr/revue/histo/h85-ipt-jb.htm

Germany :

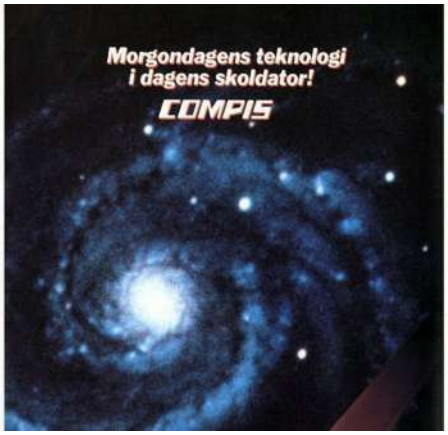
Informatik in der Schule 1984 https://www.youtube.com/watch?

v=8TlrcTi3HRs

https://www.pedocs.de/volltexte/2023/25807/pdf/
ZfPaed_5_2020_AnnegarnGlass_Die_Entstehung.pdf

Scandinavia :

Skolan har fått sin Compis!
Skolan har fått sin Compis – en dator som är det senaste i fråga om teknik och prestanda!
De samverkande intressenterna i Skoldatorprojektet (STU, ESSELTE STUDIUM, TELI, Representanter för skolan, SÖ och Sv. Kommunförbundet) har på rekordtid lyckats utveckla en dator som mer än väl uppfyller de hårda krav som man från skolans sida ställt upp.
COMPIS



Compis Morgondagens teknologi i dagens skoldator.
Man kan med fog säga att Compis är en framtidsdator. Varför? Jo, den är uppbyggd kring ett helt nytt koncept. Hemligheten är kombinationen av tre var för sig unika komponenter – en högintegrerad processor, en kraftfull grafikprocessor samt operativsystemet CP/M-86 "på burk".

Sweden Datorn i Utbildningen / COMPuter I Skolan 1984 :

https://en.wikipedia.org/wiki/Compis

Home Computers in the 80s

Meanwhile at home, pupils where playing or programming :

https://en.wikipedia.org/wiki/Home_computer
https://de.wikipedia.org/wiki/Heimcomputer
https://fr.wikipedia.org/wiki/Ordinateur_domestique

So computer at work for parents working in office jobs, computers in schools for programming, computers at home for playing and programming, computers to watch movies or documentation: do you think this can turn you into, a human thinking like a machine, fast ?

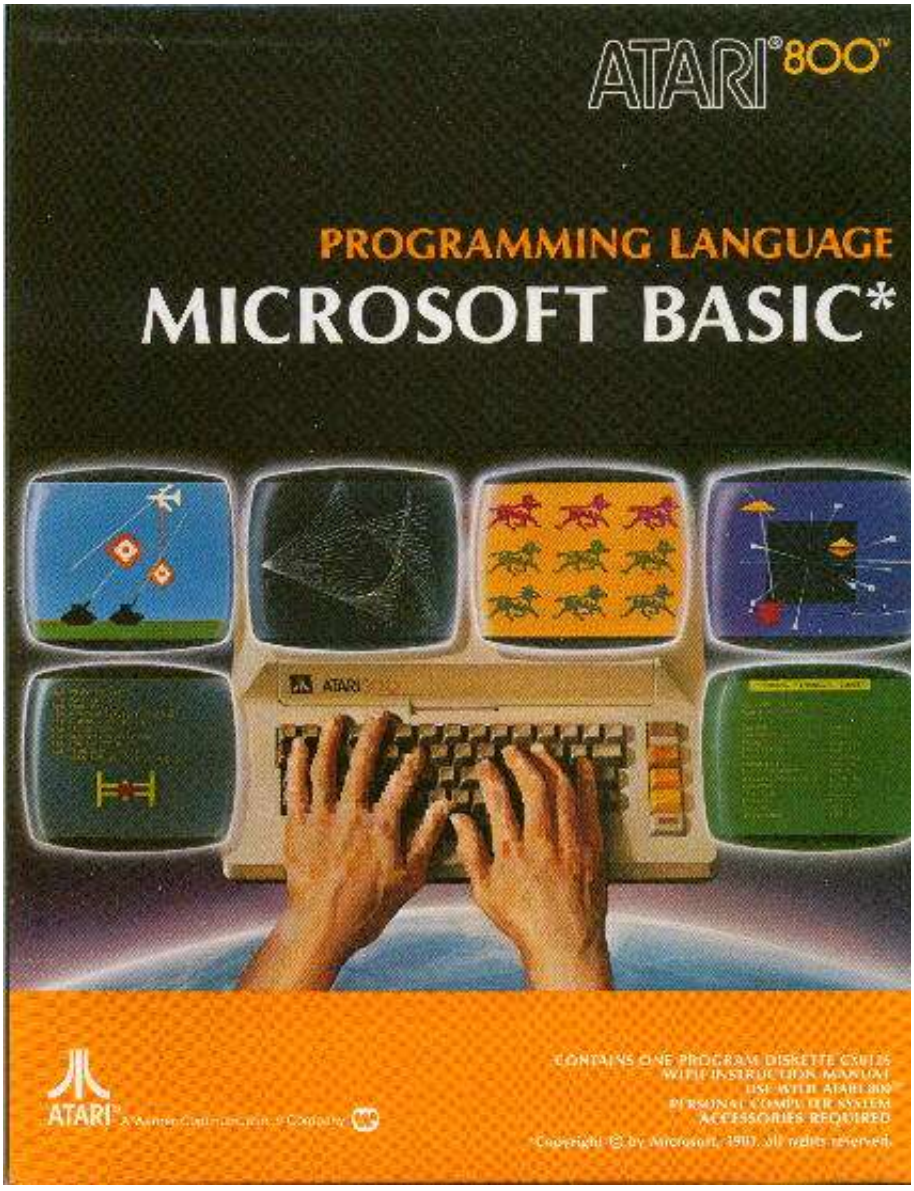
And all those time spent working on computers instead of learning real life skills in the human material world, isn't it impeding production of real products and services ? Does it enable to create something really different than others computer addicted countries ? Or does it uniformize everything everywhere for a global order ?

3.5 billons players playing 1 Hour / day is 3.5 billions hours lost per day worldwide. If we assume a work day last 8 Hours, that means each day, 3.5 * 1000 * 1000 * 1000 / 8 = 437.5 millions people day of work lost every day, that's 10 times germany full population at work lost / day!!! And the impact is even more concerning due to eyesight impairment, back problems, ...

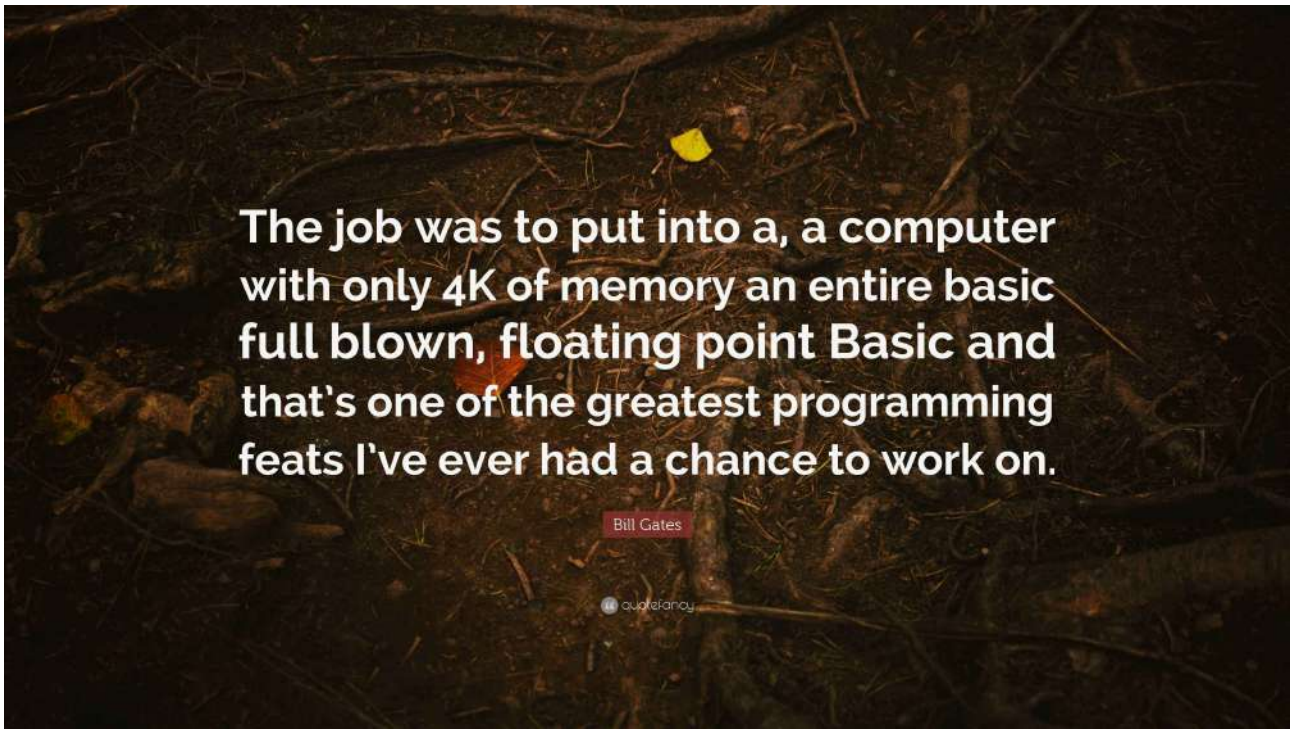
And who was behind BASIC for most of the 8 Bits computers (C64, Thomson MO-TO, Oric, ...) and influence heavily other 8 Bits (Amstrad CPC, Sinclair BASIC, BBC BASIC) to get one in their firmware? And went on with 16 Bits machine BASICs too and then on the PC. WHO?

Bill Gates!

https://www.gatesnotes.com/microsoft-original-source-code
https://en.wikipedia.org/wiki/Microsoft_BASIC



Probably one of the reason of the 4K madness:


The job was to put into a, a computer with only 4K of memory an entire basic full blown, floating point Basic and that's one of the greatest programming feats I've ever had a chance to work on.
Bill Gates
quotefancy

Variants and derivatives of Microsoft BASIC [edit]

- Altair BASIC (MITS Altair and other S-100 computers)
- Amiga BASIC (Commodore Amiga family)
- Applesoft BASIC (Apple II family)
- Atari Microsoft BASIC I and II (Atari 8-bit computers)
- Basic 1.0 (Thomson computer family)
- BASICA ("BASIC Advanced") (PC DOS, on IBM PC)
- Canon X-07 (Canon portable pocket computer)
- Color BASIC and Disk Extended Color BASIC (TRS-80 Color Computer and Dragon 32/64)
- Commodore BASIC (Commodore 8-bit family, including the C64)
- FreeBASIC – a free implementation inspired by QuickBASIC
- Galaksija BASIC (Galaksija home computer)
- Gambas – free implementation inspired by Visual Basic
- GW-BASIC (BASICA for MS-DOS, on PC compatibles)
- HP2640 HP2647 Programmable Terminal with AGL graphics extensions
- IBM Cassette BASIC (Original IBM PC, built into ROM)
- Microsoft Level III BASIC (Tandy/Radio-Shack TRS-80)
- MBASIC (CP/M, on 8080, 8085, and Z80-based computers)
- MS BASIC for Macintosh (Mac OS on Apple Macintosh)
- MSX BASIC (MSX standard home computers)
- N88-BASIC (NEC PC8801/9801)
- N82-BASIC (NEC PC-8201/8201A, TRS-80 Model 100)
- Oric Extended Basic (Oric 8-bit family)[10]
- QBasic (PC DOS/MS-DOS on IBM PC and compatibles)
- QuickBASIC (PC MS-DOS on IBM PC and compatibles)
- QB64 – a free clone of QBasic
- Small Basic (MS Windows on IBM PC and compatibles)
- T-BASIC (Toshiba Pasopia) and T-BASIC7 (Toshiba Pasopia 7)
- TRS-80 Level II BASIC (Tandy/Radio-Shack TRS-80)
- Visual Basic (classic and .NET) (PC DOS/MS-DOS/MS Windows on IBM PC and compatibles)
- Video Technology Basic (Laser 350/500/700)
- WordBasic (pre-VBA) (MS Windows)

What is BASIC?

BASIC is thoughts modeling. The first step to build an EMPIRE: shape the thought of a mass of young students through your defined language to make them think in a particular way = a religion. When you get the mindset of people to be all the same, you get them to follow your autority. Then from that PARADIGM, you master their EMOTIONS, thus their BEHAVIOUR or ACTIONS.

BASIC is simplified ENGLISH. With a poor vocabulary and a mechanic or grammar which is easy to grasp and don't enable those speaking it to express them fully: it's a written language only, not spoken in fact with no way to express emotions except through the means of mathematics which is not exactly created for that purpose. Math is the language of reason.

BASIC shapes and constraints those writing in it to a low vocabulary, a world vision with a small color palette if you prefer. When the vocabulary is poor, the judgement is too: this disables discernment thus nuance. And when your only language to ~~speak~~ write is limited you don't have evolved thoughts, nor ideas, thus you keep expressing yourself through a limited levels of states, a bit like a switch at the core level which has just 2 states ON / OFF, so in binary terms. You also think in a box. This is military indoctrination in disguise: friend or ennemy and hierarchy.

And this divides you from others not speaking that language which is still the majority of people today. BASIC was the language of the devotee priest of the digital religion= Developpers.

MS DOS / POWERSHELL = Administration language.
After that BILL has introduced the language of his administration = MS DOS now POWERSHELL = language of the Clercs.

And with it and Windows have infected the world states administrations, Windows is a standardized interface = a GUI = administration language for the non initiated to MS DOS / Powershell requiring fast actions on digital paper.

Bill Gates then turn to make the adminstrations code their documents according to a format = MS OFFICE Word .doc / .docx, Excel .xls / .xlsx, Powerpoint .ppt / .pptx.

Bill Gates thus makes him and his tentacular company to take over the west administrations and later on made them move their documents to the Cloud, his cloud so the DATA is no more stored locally but far away on his servers = lost of control over your DATA.

So MicroSoft became a state within the states. A world state hidden under the guise of Software and Hardware hidding it = a super Trojan Horse. Bill is a very cultured guy and he knows exactly why it does what and what are the implications in terms of political power. This is why he has so much invested in 'philanthropy' then in Vaccines / Health through the W.H.O and GAVI.

2020-2022 :
the 'hardware upgrade' of humanity

Through GAVI and the WHO, the World's Doctor aka Bill Gates imposed worldwide a 'vaccination' with a twist: it's not a vaccine which has been injected to the masses but another Trojan Horse which turnt them into Cyborgs through Graphene Oxyde and 5G.

This is impacting at least 83 % of the 5.5 billions 'vaccinated':

https://odysee.com/@SixthSense-Truth-Search-Labs:0/Conference-of-La-Quinta-Columna-The-game-is-over-'ENGLISH-AU:1

https://odysee.com/@Thavisouk:b/DARPA_GRAPHENE_PLASMONIC_NANO_TERAHERTZ_ANTENNA:3

You can check if you're surrounded by cyborgs covid 'vaccinated' here :

https://www.ftwproject.com/orgonite-blog/the-bluetooth-challenge-explained-why-covid-vaxxed-people-are-emitting-bluetooth-codes-and-how-you-can-see-it-for-yourself/

THE GATES EMPIRE:

ARCHITECTURE OF TECHNOCRATIC FEUDAL CONTROL — FROM LINGUISTIC ENCLOSURE TO BIOLOGICAL SUBJUGATION, 1975→2022

13 KEY DATES 1975–2022

1. **1975** — BASIC interpreter for Altair 8800
2. **1981** — MS-DOS 1.0 released
3. **1983** — Microsoft Word (Multi-Tool Word)
4. **1985** — Windows 1.0 launched
5. **1990** — MS Office 1.0 for Windows
6. **1995** — Windows 95 dominance
7. **2000** — Gates Foundation launched
8. **2000→** — Global Health & Agriculture push
9. **2007** — Azure cloud platform
10. **2010→** — Cloud + AI + Data convergence
11. **2011** — Epstein meetings post-conviction
12. **2014–2019** — Dozens of visits documented
13. **2022** — Empire fully entrenched

■ EPSTEIN-RELATED ENTRIES

7 TECHNOCRACY

TOTAL INFORMATION-BIOLOGICAL-POLITICAL CONTROL

6 GLOBAL HEALTH & AGRICULTURE (2000→)

BIOLOGICAL SUBJUGATION

5 MS CLOUD / AZURE (2010→)

COGNITIVE ENCLOSURE

4 MS WINDOWS (1985→)

GUI CONDITIONING

3 MS OFFICE (1990)

PRODUCTIVITY PRISON

2 MS-DOS (1981)

OPERATING MONOCULTURE

1 BASIC (1975)

LINGUISTIC ENCLOSURE

2020–2022 EXPANSION FRONTIERS

1 GAVI & COVID VACCINE EMPIRE

- Billions in funding through GAVI Alliance
- mRNA platform control
- Global vaccine infrastructure lock-in

2020–2022

2 AFRICA HEALTH INFRASTRUCTURE

- Disease surveillance networks
- Digital health ID systems
- Health dependency ecosystems

2020–2022

3 INDIA BIOMETRIC ID PLATFORMS

- Aadhaar expansion & integration
- Digital public infrastructure
- Data monetization at population scale

2020–2022

4 275,000+ ACRES US FARMLAND

- Farmland acquisition across key states
- Control of food supply chains
- Water rights & soil assets

2020–2022

5 MONSANTO / GMO INVESTMENTS

- Seed patents & genetic control
- Herbicide dependency ecosystems
- Consolidation of agri-biotech power

2020–2022

CENTRALIZE DATA. CONTROL BIOLOGY. OWN THE FUTURE.

CLASSIFIED — TOP SECRET — CLASSIFIED

EPSTEIN NEXUS

1. 2011 MEETINGS POST-CONVICTION

Bill Gates met with Jeffrey Epstein multiple times after Epstein's 2011 conviction.

2. DOZENS OF VISITS

Dozens of visits to Epstein's residences in Florida, New York, and New Mexico (2011–2019).

3. CONSULTING ROLE

Epstein reportedly sought consulting advice on global philanthropy and science initiatives.

4. 2021 DIVORCE CONNECTION

Melinda French Gates met with Epstein privately in 2021 during divorce proceedings.

THIS IS AN INVESTIGATIVE FRAMEWORK. QUESTION EVERYTHING. RESIST THE ARCHITECTURE.

THE IDEOLOGY BEHIND IT ALL

KARL MARX

Who is Karl Marx :

Karl Marx: The Greatest Intellectual Fraud of the 19th and 20th Centuries

https://www.tabletmag.com/sections/arts-letters/articles/marx-sperber-mikics

Marx and Satan By Richard Wurmbrand:
https://rafapal.com/wp-content/uploads/2017/08/ Marx_and_Satan.pdf

Marx and big Finance:
https://www.libertynation.com/karl-marx-the-godfather-of-central-banking/
https://bridgetheatre.co.uk/the-mill-owning-marxist/
https://www.reddit.com/r/PropagandaPosters/comments/7sbqpp/karl_marx_visits_wall_street_1911/
-> explanation: the far left and the far right are both collectivist

Antony Sutton - Wall Street & The Bolshevik Revolution:
https://smallpdf.com/file#s=e76dc0c0-7fa6-45af-8c85-a016424eada3 page 7

Socialism is controlled opposition (Central Bankers rule):
https://wakeup-world.com/2014/12/15/controlled-opposition-the-hidden-hand-of-misdirection/

Socialism exposed:

Free Thought Is Dangerous To Socialism And Communism Yeonmi Park
https://www.youtube.com/shorts/x62PjBL3hYw

Socialism Explained by a North Korean Defector Pil-ju
https://www.youtube.com/shorts/Kro0-XFfgDM

North Korean escapee explains what life there is really like | Minutes With Timothy Cho
https://www.youtube.com/shorts/JoTQjCJws2A

North Korean Defector Explains Dangers of Socialism Yeonmi Park
https://www.youtube.com/watch?v=hCMJJa8gk38

Yuri Bezmenov Ideological Subversion:

https://www.youtube.com/watch?v=yErKTVdETpw
https://www.youtube.com/watch?v=5gnpCqsXE8g

Pawns in the game by William Guy Carr:
https://www.heritage-history.com/site/hclass/secret_societies/ebooks/pdf/carr_pawns.pdf

SILENCING SOCIALISM / COMMUNISM CRITICS :

G. Edward Griffin on Communist smear tactics: https://www.youtube.com/watch?v=XfsJxkobPXk

The communist way to silence critics:
https://qz.com/712187/how-to-smear-your-enemies-and-silence-your-critics-chinese-communist-party-style

HOW TO PROGRAM THE WORLD TO A NEW IDEOLOGY through screens: TV then COMPUTERS then Smartphones then ...

Computers / video games / demo on TV back in the 80's / 90s:

FRANCE :

Micro Kid's (1984-1994, FR3) (demo shown at end of show)

https://www.youtube.com/results?search_query=Micro+Kid%E2%80%99s+1984

Temps X (1979-1987, TF1)

L'informatique des années 80 dans Temps X (everything already planned for the 40 years ahead and more is shown, what a surprise!!! And what an alternative !)

https://www.youtube.com/watch?v=s6exSd6q5XI

Génération 4 (1992, M6)

Cyberflash (1996-1997, France 3)

Cybercafé 2.0 (1998-2002, La

Cinquième) Level One (1998-2002,

Game One) Télévisator 2 (1993-1994,

France 2) Player One TV (1990s, MCM)

Game One (1998-Present)

UK :

The Computer Programme (1982)

https://www.youtube.com/playlist?list=PLOtimvwAoYtnCtLiLspq_Gnng1XusYwPU

Making the Most of the Micro (1983)

https://www.youtube.com/watch?v=f6LsV-17z7Q&list=PLOtimvwAoYtlWZdX-MgnHrr-GUS7m8F7g

Micro Live (1984–1987)

https://www.youtube.com/results?search_query=Micro+Live+(1984%E2%80%931987)

Bad Influence! (1992–1996)

https://www.youtube.com/watch?v=IYxG0dJnzIE&list=PLHxTkIgiJixVyidSzhfQ6Zh6kaAhqS-Fl

GamesMaster (1992–1998) → the digital church already

https://www.youtube.com/watch?v=y8Yi8XmYBr4&list=PLr8GB81KP292xrbTV7WCLXcDQ0n2f9eF7

Computers / video games / demo on TV back in the 80's / 90s: (continued)

GERMANY :

WDR Computerclub 1983 - 2003

https://www.youtube.com/results?search_query=WDR+Computerclub+1983++2003

ComputerTreff / NDR-Klein-Computer 1984

https://www.youtube.com/watch?v=m6PiWy3tXh8&list=PLzIUYOw0anWqjhnCN_ZtV4MmWofTohmsc

X- Base 1995 – 1996

https://www.youtube.com/watch?v=Yj4cm7A0L0o&pp=ygUKWC1CYXNlIHpkZg%3D%3D

SCANDINAVIA :

Troldspejlet (Denmark, 1989–present)

OsWALD (Denmark, 1988)

Hugo (Denmark, 1990–present)

Finland:

• MikroBitti (1984–present)

TECHNOCRACY EXPOSED

Trust Us | The Rise of American Technocracy:
https://www.youtube.com/watch?v=b18xsQVVgxk

BIG TECH is composed of Technocrats globalists:
https://www.naturalnews.com/2022-10-12-globalists-colluding-with-big-tech-manipulate-internet.html
https://conspiracy.news/2023-05-19-big-tech-globalist-elites-secret-meeting-artificial-intelligence.html

The Military Industrial Complex is behind video games:
https://www.salon.com/2013/09/19/shall_we_play_a_game_the_rise_of_the_military_entertainment_complex/
https://vce.usc.edu/featured/war-games-how-americas-military-entertainment-complex-spreads-propaganda-through-entertainment/ https://www.levernews.com/inside-the-military-entertainment-complex/
https://www.unschooling.com/t/the-pentagon-invented-video-games-for-training-recruitment-into-the-military-industrial-complex/5691

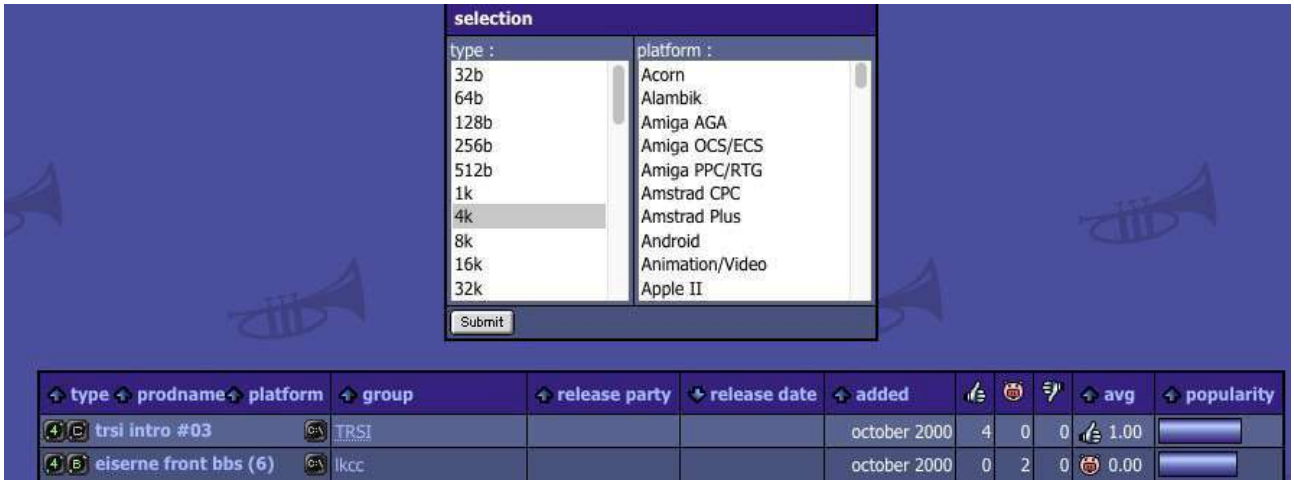
The economic weight of the video game industry:
https://www.statista.com/topics/868/video-games/

The demoscene part of the entertainment complex:
https://en.wikipedia.org/wiki/Bread_and_circuses

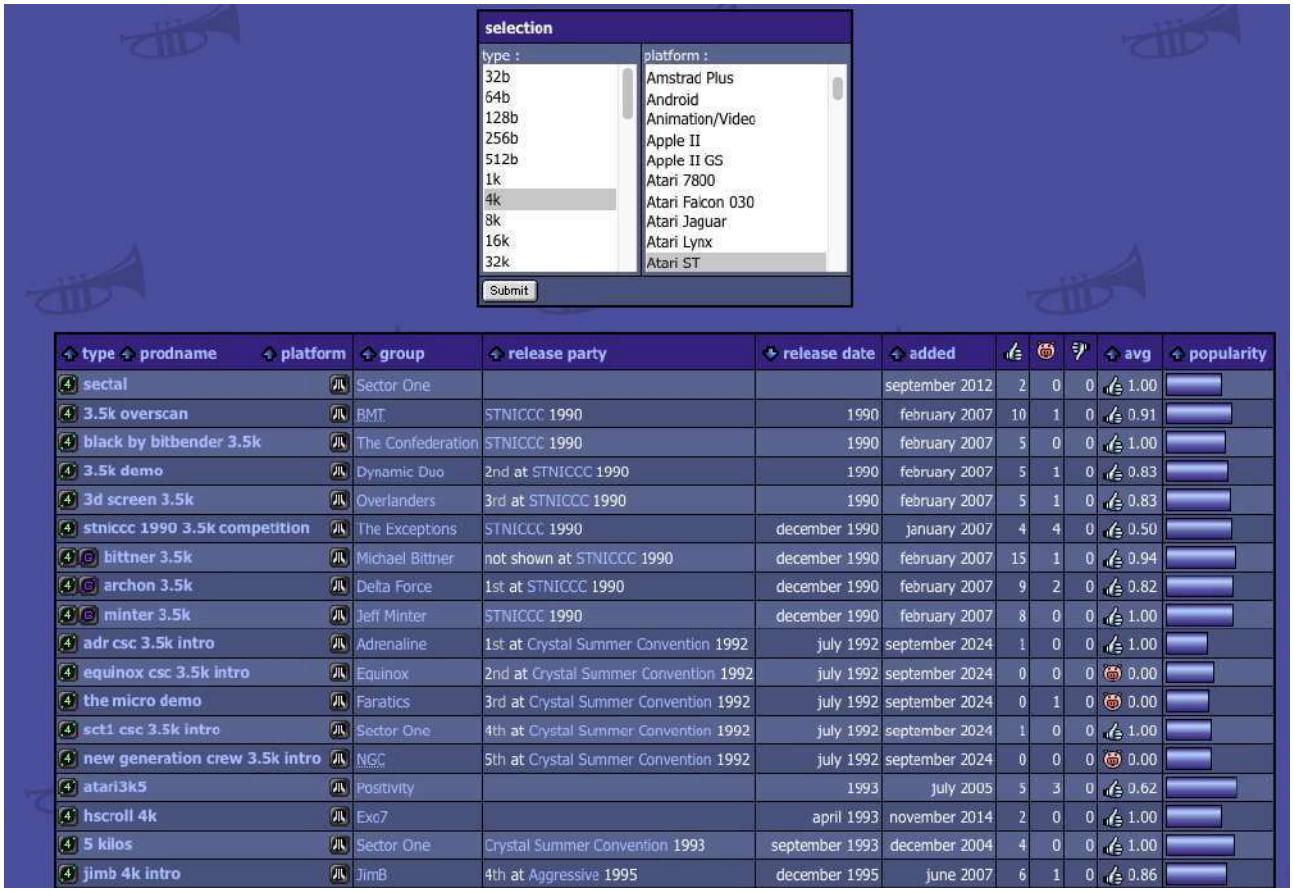
4K = PERCEPTION DECEPTION : FOCUS ON USELESS GOALS TO NOT SEE REALITY = KEEP YOU BLIND

The demoscene was not about small sized demos in 1993 but computer visual technical innovations and keeping the technical oriented teens busy with trivial "how much dots I can display in a frame" or "I can display something outside the borders", "look my joystick is longer than yours" goals:

4K:



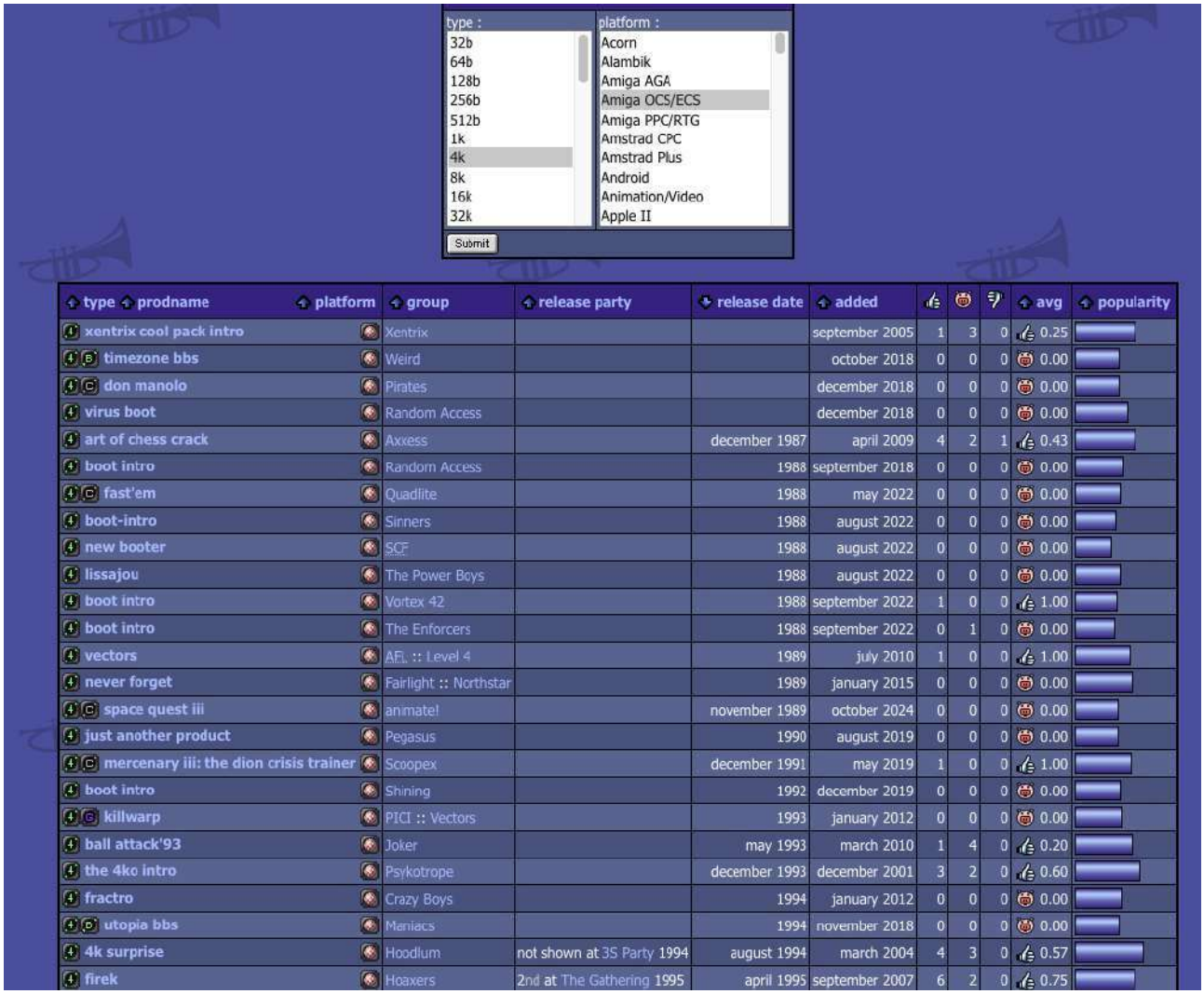
so few before 2000 the algorithm don't display them https://www.pouet.net/prodlist.php?type%5B0%5D=4k&page=1&order=release&reverse=1



type	prodname	platform	group	release party	release date	added				avg	popularity
	sectal		Sector One			september 2012	2	0	0	1.00	
	3.5k overscan		BMT	STNICCC 1990	1990	february 2007	10	1	0	0.91	
	black by bitbender 3.5k		The Confederation	STNICCC 1990	1990	february 2007	5	0	0	1.00	
	3.5k demo		Dynamic Duo	2nd at STNICCC 1990	1990	february 2007	5	1	0	0.83	
	3d screen 3.5k		Overlanders	3rd at STNICCC 1990	1990	february 2007	5	1	0	0.83	
	stniccc 1990 3.5k competition		The Exceptions	STNICCC 1990	december 1990	january 2007	4	4	0	0.50	
	bittner 3.5k		Michael Bittner	not shown at STNICCC 1990	december 1990	february 2007	15	1	0	0.94	
	archon 3.5k		Delta Force	1st at STNICCC 1990	december 1990	february 2007	9	2	0	0.82	
	minter 3.5k		Jeff Minter	STNICCC 1990	december 1990	february 2007	8	0	0	1.00	
	adr csc 3.5k intro		Adrenaline	1st at Crystal Summer Convention 1992	july 1992	september 2024	1	0	0	1.00	
	equinox csc 3.5k intro		Equinox	2nd at Crystal Summer Convention 1992	july 1992	september 2024	0	0	0	0.00	
	the micro demo		Faratics	3rd at Crystal Summer Convention 1992	july 1992	september 2024	0	1	0	0.00	
	sct1 csc 3.5k intro		Sector One	4th at Crystal Summer Convention 1992	july 1992	september 2024	1	0	0	1.00	
	new generation crew 3.5k intro		NGC	5th at Crystal Summer Convention 1992	july 1992	september 2024	0	0	0	0.00	
	atari3k5		Positivity		1993	july 2005	5	3	0	0.62	
	hscroll 4k		Exo7		april 1993	november 2014	2	0	0	1.00	
	5 kilos		Sector One	Crystal Summer Convention 1993	september 1993	december 2004	4	0	0	1.00	
	jimb 4k intro		JimB	4th at Aggressive 1995	december 1995	june 2007	6	1	0	0.86	

16 before 1995 on Atari ST https://www.pouet.net/prodlist.php?

order=release&reverse=1&type%5B%5D=4k&platform%5B%5D=Atari+ST&page=1



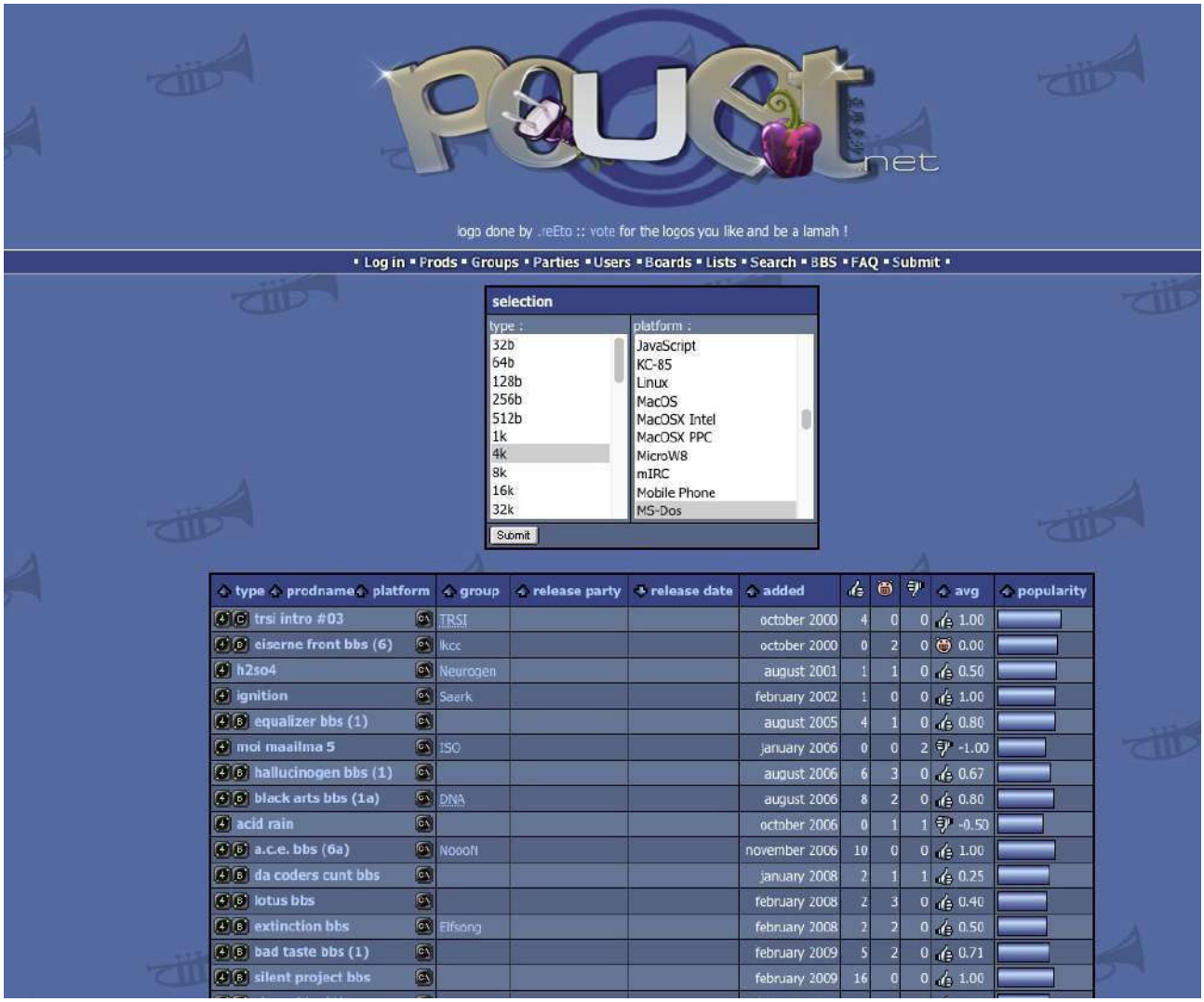
type	prodname	platform	group	release party	release date	added				avg	popularity
	xentrix cool pack intro		Xentrix			september 2005	1	3	0	0.25	
	timezone bbs		Weird			october 2018	0	0	0	0.00	
	don manolo		Pirates			december 2018	0	0	0	0.00	
	virus boot		Random Access			december 2018	0	0	0	0.00	
	art of chess crack		Axxess		december 1987	april 2009	4	2	1	0.43	
	boot intro		Random Access		1988	september 2018	0	0	0	0.00	
	fast'em		Quadlite		1988	may 2022	0	0	0	0.00	
	boot-intro		Sinners		1988	august 2022	0	0	0	0.00	
	new booter		SCF		1988	august 2022	0	0	0	0.00	
	lissajou		The Power Boys		1988	august 2022	0	0	0	0.00	
	boot intro		Vortex 42		1988	september 2022	1	0	0	1.00	
	boot intro		The Enforcers		1988	september 2022	0	1	0	0.00	
	vectors		AFL :: Level 4		1989	july 2010	1	0	0	1.00	
	never forget		Fairlight :: Northstar		1989	january 2015	0	0	0	0.00	
	space quest iii		animatel		november 1989	october 2024	0	0	0	0.00	
	just another product		Pegasus		1990	august 2019	0	0	0	0.00	
	mercenary iii: the dion crisis trainer		Scoopex		december 1991	may 2019	1	0	0	1.00	
	boot intro		Shining		1992	december 2019	0	0	0	0.00	
	killwarp		PICI :: Vectors		1993	january 2012	0	0	0	0.00	
	ball attack'93		Joker		may 1993	march 2010	1	4	0	0.20	
	the 4ko intro		Psykotrope		december 1993	december 2001	3	2	0	0.60	
	fractro		Crazy Boys		1994	january 2012	0	0	0	0.00	
	utopia bbs		Maniacs		1994	november 2018	0	0	0	0.00	
	4k surprise		Hoodlum	not shown at 3S Party 1994	august 1994	march 2004	4	3	0	0.57	
	firek		Hoaxers	2nd at The Gathering 1995	april 1995	september 2007	6	2	0	0.75	

17 only before 1994 on Amiga ECS https://www.pouet.net/prodlist.php?

order=release&type
%5B0%5D=4k&platform%5B0%5D=Amiga+OCS
%2FECS&page=1&reverse=1

10 before 1995 on C64 https://www.pouet.net/prodlist.php?

order=release&type
%5B0%5D=4k&platform
%5B0%5D=Commodore+64&page=1&reverse=1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Log in Prods Groups Parties Users Boards Lists Search BBS FAQ Submit
selection
type :
32b
64b
128b
256b
512b
1k
4k
8k
16k
32k
platform :
JavaScript
KC-85
Linux
MacOS
MacOSX Intel
MacOSX PPC
MicroW8
mIRC
Mobile Phone
MS-Dos
Submit
type prodname platform group release party release date added avg popularity
trsi intro #03 TRSI october 2000 4 0 0 1.00
eiserne front bbs (6) lkcc october 2000 0 2 0 0.00
h2so4 Neurogen august 2001 1 1 0 0.50
ignition Saark february 2002 1 0 0 1.00
equalizer bbs (1) august 2005 4 1 0 0.80
moi maailma 5 ISO january 2006 0 0 2 -1.00
hallucinogen bbs (1) august 2006 6 3 0 0.67
black arts bbs (1a) DNA august 2006 8 2 0 0.80
acid rain october 2006 0 1 1 -0.50
a.c.e. bbs (6a) NoooN november 2006 10 0 0 1.00
da coders cunt bbs january 2008 2 1 1 0.25
lotus bbs february 2008 2 3 0 0.40
extinction bbs Elfsong february 2008 2 2 0 0.50
bad taste bbs (1) february 2009 5 2 0 0.71
silent project bbs february 2009 16 0 0 1.00

nothing on the 4K category on PC DOS before 2000
https://www.pouet.net/prodlist.php?order=release&type%5B0%5D=4k&platform%5B0%5D=MS-Dos&page=1&reverse=1

4K is a scam to prevent coders to focus on what´s important : innovating. Software is about innovation not about useless optimization. Hardware makers are pushing the speed of chips since ever so developpers can focus on innovating, not on optimizing by reducing exe size. RAM increased by millions factor (1GB = 1024 MB, 1024 MB = 1024*1024 KB > 1 Million factor). Even bigger for Storage.

And by focusing on useless features, the graphicians and musicians are impacted in their creativity as they can´ t produce freely on such formats. Formats which is an industrial construct = living norms.

Computers are tools for mass conditionning : a new religion

Lost in complex language and interpretation of CODE... FORMATING THOUGHTS AND BEHAVIOUR

TRUE ARTISTS DON´T FOLLOW OTHER RULES
THEY MAKE THEIR OWN
BREAK THE MOULD

LIFE IS PLAYWRIGHT'S DESIGN :

government, bankers, oligarchs via TV, school, religion, Video Games and ultimately archons rule you, except if you take your life in charge.

https://www.bushtheatre.co.uk/bushgreen/the-student-guide-to-playwriting-characterisation/

How Pro Screenwriters Create Characters
https://www.youtube.com/watch?v=7bmKc97wDTI

SCREEN = HYPNOSIS

The demoscene is TV entertainment so a drug distributed over screens like video games or ads or TV broadcast:

TV / Screen hypnosis:
https://web.cs.ucdavis.edu/~koehl/Teaching/ECS188_F19/Reprints/Mander_Chapter10.pdf

https://www.psychmechanics.com/how-tv-influences-your-mind-through/

Epigenetics: How the Environment (screen content) Controls Cell Functioning / Bruce Lipton :

https://www.youtube.com/watch?v=G4T0LzU_rv0

Nervous system manipulation by electromagnetic fields from monitors:
https://patents.google.com/patent/US6506148B2/en

DAVID ICKE PODCAST: WAKE UP FROM THE TRANCE YOU BEING MANIPULATED AND DONT EVEN KNOW IT:
https://www.youtube.com/watch?v=N7axKs-KOe4

Tell-Lie-Vision (The Corbett Report 448):
https://www.youtube.com/watch?v=tSS-3p-c9LU

TV Screens alter DNA: Light DNA reprogramming Fritz Albert Popp: https://prlabs.com/blog/biophoton-fritz-albert-popp.html
Chair + Screen = Chinese Iron Chair torture at slow speed:
https://www.youtube.com/watch?v=vezhHTJAg30

=> the eyes are roasted by screen light:
The Exercise Neuroscientist: NEW RESEARCH, The Shocking Link Between Exercise And Dementia!
https://www.youtube.com/watch?v=5o-tRub-0pQ

=> the back is little by little destroyed :

https://www.healthdata.org/news-events/newsroom/news-releases/ lancet-new-study-shows-low-back-pain-leading-cause-disability

=> the health effects of TV / Screen :

Terence McKenna - Television is a Drug :
https://www.youtube.com/watch?v=b283Dc0IZO4

the brain :
https://www.health.harvard.edu/mind-and-mood/too-much-tv-might-be-bad-for-your-brain

Interconnections of screen time with neuroinflammation :
https://www.researchgate.net/figure/Exposure-to-excessive-blue-light-stimulates-intrinsically-photosensitive-retinal-ganglion_fig3_384294625

The Harmful Effects Of Watching Television It Kills Your Intuition :
https://www.youtube.com/watch?v=z_MJDqwVzC4

Sleep regulation / pineal gland / melatonin :
https://ophthalmologybreakingnews.com/ophthalmologynews-the-pineal-gland-the-eye-of-horus

The effects of Blue light from screens on health :

Decentralized Medicine | Jack Kruse | Assembly 2023
https://odysee.com/@Sickofitall:0/Decentralized-Medicine---Jack-Kruse---Assembly-2023:9

Protect your eyes and pineal gland using blue light filters

Exiled Neurosurgeon: Health is about Light NOT Food | Dr Jack Kruse

https://www.youtube.com/watch?v=luMHcGTAhA8

Screen and altered perception :

The Media Equation : media = real life
https://web.stanford.edu/group/cslipublications/cslipublications/site/1575860538.shtml

Inattentional Blindness :

there is no conscious perception of the visual world without attention to it
https://mitpress.mit.edu/9780262632034/inattentional-blindness/

Subordination via seated position :

https://somaticmovementcenter.com/10-shocking-ways-posture-affects-health/

Solution :

Detox : CDS Chlorine Dioxide / Andreas Kalcker (on odysee / crowdbunker) + colonics (see markus rothkranz) + organic spirulina + drink 2 liters of filtered water (reverse osmosis + dynamization + reinformation see dancing with water, Dr Batmandghelij, Dr Korotkov on odysee.com)

Move out in Nature bare foot : earthing
https://www.youtube.com/watch?v=44ddtR0XDVU

Observe nature with bare eyes, be outside with the sun for at least 30 mins / day

Protect you from EMF using Shungite
https://www.youtube.com/watch?v=eH1cAk94hPE

How to prevent neck and back pain with a correct desk setup! For improved comfort and better posture https://www.youtube.com/shorts/0FAhEH-1Ufk

And muscle your back at the gym and outside walking for hours. Also use a standing desk.

THE ENNEMY TO YOUR FREEDOM :

THE ENNEMY : SOCIALISM / COMMUNISM/ TECHNOCRACY / TYRANNY / UNIFORMITY / SLAVERY / SATANISM

Klaus Schwab Master of the world / Socialism /Technocracy: https://www.youtube.com/watch?v=5dtbR-HciJ4

THE METHOD TO SLAVERY: MASS CONDITIONNING

Pavlovian conditionning in Video Games:
https://www.youtube.com/watch?v=qY7TYK4X2vg
https://www.youtube.com/watch?v=8dLUJMr4djc
https://www.universityherald.com/articles/46304/20161027/pavlovs-conditioning-video-games.htm
https://game-wisdom.com/critical/game-mechanics-condition Emotions are electric:

Turn On Your Energy: Taking Your Health and Well-being into Your Own Hands (The Energy To Thrive Book 1)
https://www.amazon.com/Turn-Your-Energy-Taking-Well-being-ebook/dp/B092TT6GPJ
The Body Electric:
Electromagnetism And The Foundation Of Life
https://www.amazon.com/Body-Electric-Electromagnetism-Foundation-Life-ebook
Bioenergetics Transformed My Life Elliott Hulse
https://www.youtube.com/watch?v=wUwA7xh7Q9s

POUET = THE HIVE MIND :

Stick to the status quo or get banned (hierarchy rules):

Five monkeys - how to create a mentality of 85% of the people that we call MASS ?

https://www.youtube.com/watch?v=y-PvBo75PDo

What is a hive mind ? The conditionned masses :

The Woman in the Red Dress - Full Scene - MATRIX - [4K HDR]
https://www.youtube.com/watch?v=IJrjcHx9nDA

CUBE and SATANISM:

SATURN - Not What You Think:
https://www.youtube.com/watch?v=uNNlIlS3dww

THE SIMULATED UNIVERSE :

[MIRROR] The Simulation Theory We Must Take Control - David Icke
https://www.youtube.com/watch?v=Sq771m_7OO4

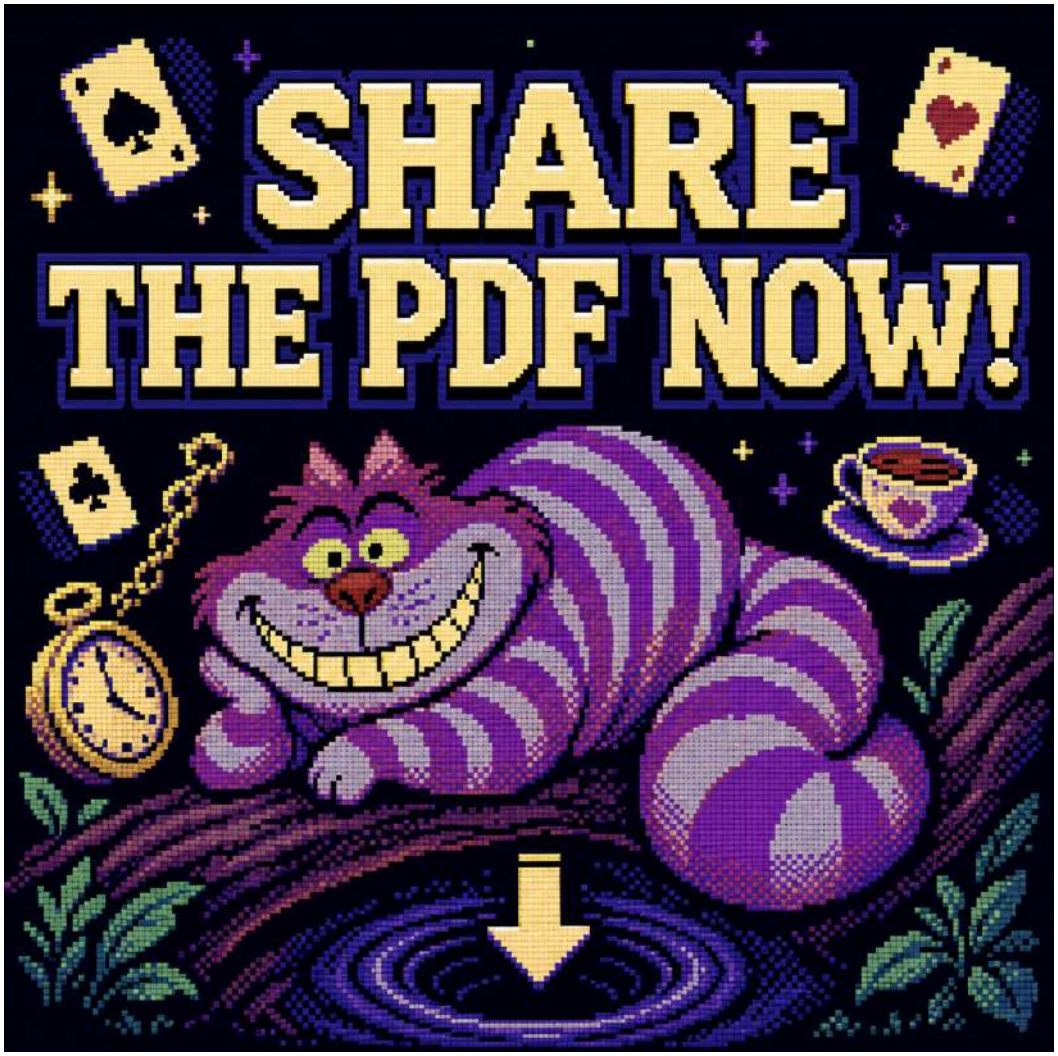
Debating David Icke | Are We Living In A Simulation? https://www.youtube.com/watch?v=PgnnL1HAoiU

Is the Universe a Simulation? | Melvin Vopson
https://www.youtube.com/watch?v=S7FZWFX_47E

200 IQ Man Destroys Reality: "It's All a Hologram" https://www.youtube.com/watch?v=vkYzTDYKRPY&t=83s

The laws of the Universe :

Bob Proctor: The 11 Forgotten Laws - COMPLETE COLLECTION
https://www.youtube.com/watch?v=1MbuyN3vfx0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